AUTHORISEDCOLLECTION.COM

FINAL FANTASY® X-2

THE OFFICIAL GUIDE

SQUARE ENIX™

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KEYS

OVERVIEW OF THE MAPS

You will find an alphabetical list of all locations below, including the relevant map and page numbers. If you are looking for a specific map, refer to the second table, which is sorted by map number: it will indicate the page you need.

Location	Map No.	Pages
Besaid Island	4	61, 88
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Bikanel Desert	9	74
Calm Lands	18	164
Celsius	2	55
Djose Temple	8	72 ,91
Farplane	14	98-99
Floating Ruins	3	57
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Luca	1	52, 157
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Mi'ihen Highroad	16	158
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Map No.	Pages
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9-1 to 9-3	74
10-1 to 10-11	76
11-1 to 11-21	82
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14-2 to 14-8	99
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MAP SYMBOLS

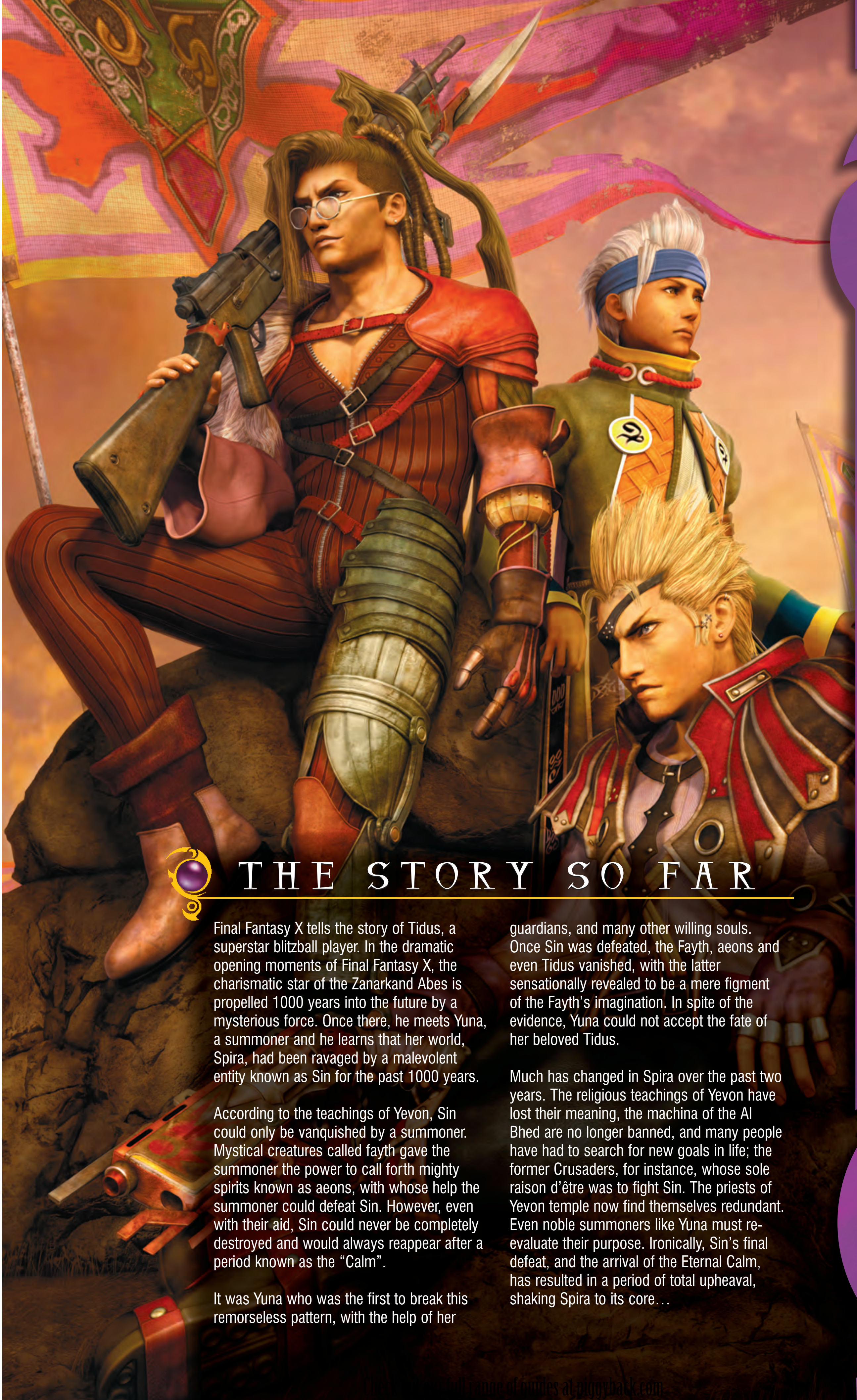
No need to waste precious playing time: this comprehensive key will help you discover what the various symbols mean–fast! You will find more information on the maps and the structure of the Walkthrough in the How to Use the Walkthrough section (pages 50-51).

▲	Indicates the point at which you start the section
⊜	Indicates the location of a Save Sphere
▣	Indicates the location of a treasure chest
◒	Indicates the location of an item
⊕	Indicates the scene of a boss battle

RECOGNISE STATUS CONDITIONS (RIGHT TABLE) »

To ensure that you are always fully informed and know what status changes your party members or opponents are subject to, refer to the list of symbols on the right of the page. You can find more detailed information on pages 19 and 20.

	Name
Status Ailments	KO
	Petrification
	Sleep
	Silence
	Darkness
	Poison
	Confusion
	Berserk
	Curse
	Pointless
	Itchy
	Slow
	Stop
	Doom
Beneficial Status Effects	Auto-Life
	Shell
	Protect
	Reflect
	Regen
	Haste
	Null Physical
	Null Magic
	Invincible
Changes to Attributes	Strength Up
	Strength Down
	Magic Up
	Magic Down
	Defence Up
	Defence Down
	Magic Def Up
	Magic Def Down
	Accuracy Up
	Accuracy Down
	Evasion Up
	Evasion Down
	Luck Up
	Luck Down



THE STORY SO FAR

Final Fantasy X tells the story of Tidus, a superstar blitzball player. In the dramatic opening moments of Final Fantasy X, the charismatic star of the Zanarkand Abes is propelled 1000 years into the future by a mysterious force. Once there, he meets Yuna, a summoner and he learns that her world, Spira, had been ravaged by a malevolent entity known as Sin for the past 1000 years.

According to the teachings of Yevon, Sin could only be vanquished by a summoner. Mystical creatures called fayth gave the summoner the power to call forth mighty spirits known as aeons, with whose help the summoner could defeat Sin. However, even with their aid, Sin could never be completely destroyed and would always reappear after a period known as the “Calm”.

It was Yuna who was the first to break this remorseless pattern, with the help of her guardians, and many other willing souls. Once Sin was defeated, the Fayth, aeons and even Tidus vanished, with the latter sensationally revealed to be a mere figment of the Fayth’s imagination. In spite of the evidence, Yuna could not accept the fate of her beloved Tidus.

Much has changed in Spira over the past two years. The religious teachings of Yevon have lost their meaning, the machina of the Al Bhed are no longer banned, and many people have had to search for new goals in life; the former Crusaders, for instance, whose sole raison d’être was to fight Sin. The priests of Yevon temple now find themselves redundant. Even noble summoners like Yuna must re-evaluate their purpose. Ironically, Sin’s final defeat, and the arrival of the Eternal Calm, has resulted in a period of total upheaval, shaking Spira to its core…

YUNA

Age: 19

Height: 162 cm

Dressphere: Gunner

Yuna and her partners, Rikku and Paine, are members of the Gullwings, a merry band of sphere hunters. They journey throughout Spira in their airship, the Celsius, searching for valuable spheres. Images, sounds and other data can all be stored on these remarkable artefacts. Yuna was not always a sphere hunter having been a high summoner two years before. She successfully achieved something neither her father Braska, nor any other high summoner before her could accomplish: she delivered Spira from the threat of Sin, once and for all.

She was accompanied on her pilgrimage by her guardians: Wakka, Lulu, Kimahri, Auron, Rikku and “him...” Tidus. When their quest was over, Tidus disappeared just as mysteriously as he had arrived. This broke Yuna’s heart, even though Tidus was apparently nothing more than a dream made flesh, a construct of the Fayth’s imagination. These days, Yuna takes life much less seriously, though more seriously than the fun-loving Rikku. Even in the current period of calm, many of Spira’s inhabitants still have the highest respect for their saviour, who they call “Lady Yuna”.

RIKKU

Age: 17

Height: 159 cm

Dressphere: Thief

Two years ago this bubbly Al Bhed girl was Yuna's guardian, and as such was prepared to sacrifice her own life to protect her; a fact that may seem hard to believe, given Rikku's apparently carefree nature. The Al Bhed were treated like outcasts in Spira, before the final victory over Sin, as the religious teachings of Yevon officially prohibited the use of machina. Ostracised by the Yevonites, the Al Bhed would never accept that there was anything wrong with their ingenious mechanical devices.

Some time ago, Rikku set up the Gullwings sphere hunter organisation together with Brother. After the discovery of the New Beginnings Sphere, containing video footage of her old friend Tidus, she roused Yuna from her lethargy, and persuaded her to leave Besaid and join the Gullwings. The vivacious Rikku constantly tries to keep everyone in good spirits, which can cause problems for the group on occasion. In the face of any difficulties, however, her optimism is boundless.

PAINE

Age: 18

Height: 165 cm

Dressphere: Warrior

Paine is a talented sword fighter who joined the Gullwings shortly before Yuna. Though still very young, she seems mature beyond her years and is generally quiet and taciturn. She seldom allows herself to be influenced by Rikku's silliness and reacts with sarcastic comments whenever she believes her fellow Gullwings are getting too boisterous. On the surface, Paine appears to be very reserved, but she has a genuinely compassionate heart, and, beneath it all, is far from a killjoy.

Undoubtedly, some single event prompted the sword fighter to become a sphere hunter, but she prefers not to discuss her mysterious past. The other Gullwings generally respect this, and try not to pry. Paine primarily joined the team because she had always wanted to fly on an airship. Although she wasn't around two years ago, when the great battle against Sin took place, the leaders of the three squabbling factions on Spira, (Nooj, Baralai and Gippal) seem to know her well. Just don't expect Paine to shed any light on how or why. It's doubtful whether Paine will ever come out of her shell and reveal the secrets of her past.

HOW TO PLAY

HOW TO PLAY

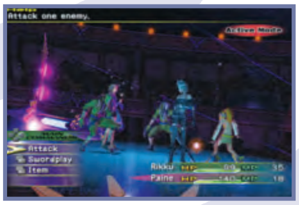
Everything you need to know about the Final Fantasy X-2 game system is explained in this chapter. If this is the first time that you've entered the world of Final Fantasy, the following pages will help you to get started. Experienced players will discover many useful facts that will enhance their enjoyment of Final Fantasy X-2.

QUICK START

At the start of the game you will be plunged straight into the action after watching the opening concert. You will be controlling Rikku and Paine in a battle against an unknown opponent with an uncanny resemblance to Yuna. She's joined by two sidekicks. Here are some brief pointers to help you in this initial encounter. (Page references are given in this section where you can read about a particular topic in more detail).

Attack is the Best Form of Defence

Don't think too much about tactics during the opening battle, just attack when the Command list appears at the bottom left of the screen.



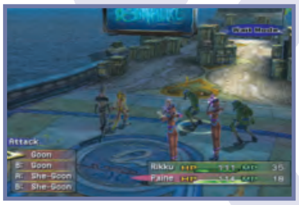
Press ⊗ to select Attack. A list of opponents will appear. Press ⊗ again to attack an opponent. You can then immediately do the same for the next character. Continue attacking until you have eliminated all three opponents. This simple tactic won't always be successful, particularly as you advance through the game, but it will suffice for the moment.

Main Menu: The Config Option

Upon leaving the stadium you will face a number of battles, so now would be an ideal time to check out the Config options and ensure that they're set up to your liking. Press ⊚ to access the main menu. Select the Config sub-menu (page 14). The ATB Mode option is of particular interest to beginners. If you set the ATB Mode to "Wait", it will take the "time pressure element" out of the battles. You can also change the ATB Speed to "Slow". This means that the ATB Gauge will charge at a slower rate. Both steps give you more time to consider your options during battle, meaning that you are less likely to make mistakes. Exit the sub-menu by pressing ◎.

Patience Is a Virtue

The next battle isn't far away. When it starts, select Attack immediately to bring up a list of available targets, but do not select a target yet. Don't forget to look at the display at the top right of your screen. Where Active Mode appeared before, you will now see Wait Mode. As long as you take no action, your opponents will not attack during Wait Mode. Take your time to choose who to attack. The same applies to the Item menu. As soon as you have selected one of the Main Commands, the game will switch from Active Mode to Wait Mode – this will allow you to plan your next move without being disturbed. If you left ATB Mode set to Active in the Config options menu, the game will remain in Active mode, even while you are selecting targets.



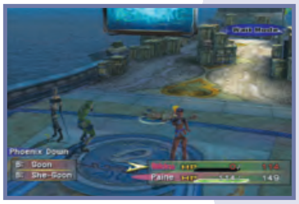
Rikku and Paine Against the Rest of the World

Even if you stand still outside the stadium, you will continually be confronted by new opponents. This is an unusual occurrence, as for the majority of the time in Final Fantasy X-2, you will only encounter opponents when you are moving around. Fiends are usually invisible when you're walking around in the Field Screen, meaning that the majority of encounters are random. Although it will seem like you are only controlling one person, you are actually controlling the entire party. This ensures that there's no danger of you accidentally leaving anyone behind!

Healing

Your party members' stamina, or "Hit Points" (HP), are reduced by opponents' attacks. It's not necessary to heal every minor injury because that would be a waste of magic and items. Instead, you should consider healing if a party member loses at least half of their (HP) or if you think an enemy attack will be powerful enough to KO a party member next turn, if you do not heal. To heal, select Item in the Main Commands list or Items in the main menu (page 12). Move the cursor to Potion and then press ⊗. Afterwards, select the character to be healed, to restore 200 HP

Recovery



If a party member loses all her HP, she can still be revived from KO (page 20). Game Over will usually only occur if all party members are KO'd. You may revive any party member with Phoenix Down, which can be found in the Item menu. The character will then regain a quarter of her maximum HP. Usually, extra healing is also advisable at this point. Also, watch out for status effects, which are described on page 20.

⊗ = Yes, ◎ = No

Select and confirm actions by pressing ⊗. Press ◎ to cancel an action, where possible. If, for instance, you have selected Item in Main Commands, but really intended to attack, you can press ◎ to cancel your selection.

New Abilities

An ability that has been learned during battle can be used immediately. For example, if Paine learns the Sentinel ability, it will then become available for her to use in the Main Commands menu.

GENERAL TIPS

There are page references in this chapter that refer to sections where you can find more detailed information on a particular topic.

TERMINOLOGY

We have assembled a glossary containing the most important terms used in Final Fantasy X-2 that can be found at the back of this guide. This will help you to locate terms quickly and easily.

TIPS FOR BEGINNERS

It's Okay to Run Away

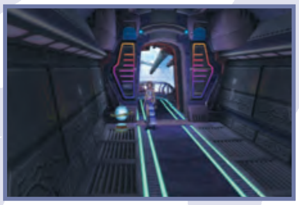
If you feel that you're in danger of being defeated during a battle, or have run out of healing items, the wise thing to do is make a run for it. Press the right directional button in the Main Commands menu and select Escape from the Sub Commands menu. The option to escape from a tricky predicament will not usually be available during boss battles.

Help Window

Don't forget, if you find that you're stuck, you can always refer to the useful information in the Help window at the top of the screen.

Better Save than Sorry

The blue spheres dotted around Spira fulfil several functions. You can use them to save your game (page 11), you can usually use them to board the Celcius, they can fully restore your entire party's HP and MP, and they can also cure all status ailments. Who would have thought that glowing blue spheres could be so versatile? Save Spheres are represented as white squares on the guide map.



Be sure to make good use of Save Spheres. They will protect you from unpleasant surprises and unnecessary frustration. We also recommend that you set up several game save files on your memory card. If you find yourself running low on gil or restorative potions, and are therefore having problems beating a particularly difficult boss, you may find it useful to reload a previous save file and try a different approach.

Take Everything...

...that isn't nailed down! Open every treasure chest. You never know what goodies will be contained within, and finding surprises is always a thrill.

Buy Potions

Ensure that your party always has plenty of Potions and other curative items to hand so that you don't find yourself low on HP when you're about to face a boss battle. Visit Barkeep on board the Celsius regularly, or try one of the many other shops to be found throughout Spira.

Get Your Gear on!

Upon obtaining a new accessory, access the main menu using △ and select the Accessories sub-menu (page 14). Here, you can view your accessories and learn about their characteristics. If you want to equip an accessory, select the Equip sub-menu (page 13), and choose the character that you wish to accessorise. Each party member can equip just two accessories, so choose wisely.

What's Your Status?!

Be aware of status ailments. Your opponents can Poison, Blind and Confuse your party as well as inflicting them with Stone, Sleep and many other status ailments. You can find out more about status effects at the end of this chapter (page 20). You will also be able to check status ailment symptoms by referring to the information on the inside back flap of this guide.

Active Mode
Antidote
Protochimera
Yuna
Rikku
Paine

Helpless?!

If your party members keep getting defeated in battle or you keep running into trouble against a particular boss, this can have several different causes. You may have used the wrong tactics, or your party members may be too weak. You can refer to the walkthrough for detailed tactics for tackling each boss. You can also find additional information on your opponents' strengths and weaknesses by referring to the Monsters chapter.

If you follow the walkthrough and take the shortest route through the game, you may find that your characters lack the necessary battle experience required when they face stronger opponents later in the game. In this event, you will need to spend some time levelling your party up.

Do this by finding an area frequented by fairly weak monsters. Stay close to a Save Sphere so that you can heal your team quickly should you run into trouble. Keep moving around to initiate random encounters. When they occur, swiftly defeat your opponents. Repeat the exercise until your party has accumulated enough Experience points to move up several levels. Now go back and try to defeat the boss that was giving you such a headache!

TIPS FOR EXPERIENCED PLAYERS

Go for More

The Final Fantasy X-2 story is divided into five chapters. At the beginning of each new chapter every treasure chest will be replenished with new and better items, so it's always a good idea to go back and investigate previously opened chests.

Honourable Thieves

Although the Thief ability, Steal, will not damage your opponents in battle, use it regularly as it is a simple way to obtain extra items without paying for them.

Ask Shinra

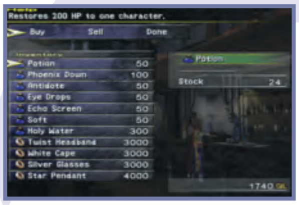
If you talk to Shinra on board the Celsius, you can learn useful information about enemies, friends, the battle system, the events of Final Fantasy X and much more.

Do You Speak Al Bhed?

Probably not! Don't be surprised if you can't understand what some of the eccentrically dressed people in the game are saying. These are members of the Al Bhed race, and they speak the distinctive Al Bhed language. This language will only be fully deciphered once you have obtained all the Al Bhed Primers.

Buying and Selling

You can buy and sell items and accessories in the shops. You won't get as much cash for selling items as you paid for them, but there's no point holding on to things that you never use.



Restores 200 HP to one character.

Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000

One for All!

Attacks generally affect one opponent, but you can attack multiple opponents with spells such as Fire. To do this, press the left directional button when selecting your opponent; the cursor will flash next to all opponents, and the resulting attack will effect them all.

Beware of the Elements

You should get acquainted with the concept of elemental magic as soon as you have mastered Black Magic. If, for instance, you attack a Yellow Elemental with Lightning magic, the monster will actually be healed by the attack! If, on the other hand, you attack using Water magic, you will deal twice the amount of damage to the fiend. Read the section on elemental properties on page 19 to learn more.

CONTROLS AND ACTIONS

BUTTON CONFIGURATION

The exact function of your controller buttons will depend on your current game mode. However, the basic concepts remain constant. The left analog stick or directional buttons are used to move the characters, or to move the cursor in the menu screens. Press ⊗ to confirm an action and ◎ to cancel your selection (where possible).

	Field Screen	Menu Screens	Battle Screen
Left analog stick / Directional buttons	Move character	Move cursor	Move cursor, change pages
◎	In certain locations, holding ◎ enables Yuna to climb or jump	Cancel, return to Field Screen	Cancel selection
⊗	Examine items, talk to people, or confirm	Confirm	Confirm
△	Open main menu	-	Change to next active character
▢	Special*	-	-
L1	-	Cycle through characters and dresspheres	Spherechange
R1	-	Cycle through characters and dresspheres	Toggle between standard and special dresspheres mode in the Spherechange window. See page 17 for details.
L2 R2	-	Scroll lists forwards or backwards	Scroll lists forwards or backwards
START	Pause**	-	Pause

* In certain situations you can use ▢ to talk to people about a special topic, e.g. if you are on a Publicity Campaign or are trying to sell tickets to Tobli's concert.

** If you press START during most scenes, ▢ will often appear at the top right of the screen and you will be presented with the "Skip Scene" option.

Tip: You can perform a "soft reset" by pressing L1, L2, R1, R2, START and SELECT simultaneously. This will cancel your current game and return you to the Intro screen. (Please note, however, that all your actions since your last save will be lost).

CONTROLS

Moving

You move your character with the left analog stick or directional buttons. By default, your character will always run, but you can make her walk by gently tilting the left analog stick. This action is not possible using the directional buttons.

The direction in which your character moves will depend on the camera's perspective at that particular moment. While you keep the analog stick pushed in one particular direction, your character will continue to move in that direction even if the camera perspective changes.

Talking to People

With our enchanted repertory, you'll be feeling hunky-dory!

Move your character close to another person and then press ⊗ to talk to that person. A text box will appear which you can dismiss by pressing ⊗ again. If a person has a lot to say, their speech will be split into several boxes. Remember that it is sometimes worth talking to people several times to gather valuable information.

Climbing and Jumping

If you hold down ◎ while moving, your character will be able to climb or jump. If there are no obstacles to jump or climb on, holding down ◎ will not have any effect. The places where climbing and jumping are possible are indicated on the maps in the walkthrough.

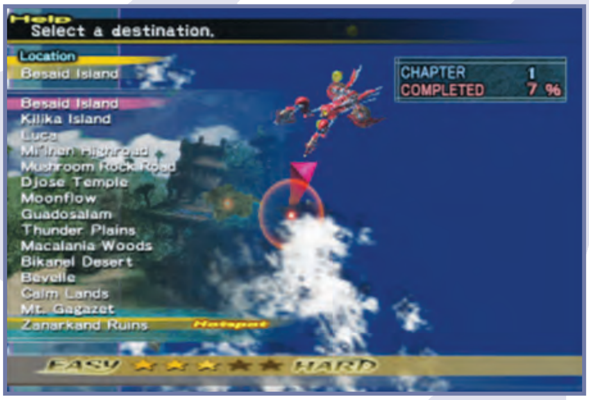
Examining

⊗ is not only used to speak to someone; you can also use it to examine, use or pick up items. This includes taking the contents of treasure chests as well as activating Save Spheres.

ACTIONS

Determining your Flight Destination

Talk to Buddy, who sits at the front left of the Bridge on board the Celsius and instruct him where you wish to be dropped off. (If you are on board the Celsius for the first time, this possibility will not be available until a specific event has taken place).



Help
Select a destination.

Saving your Game

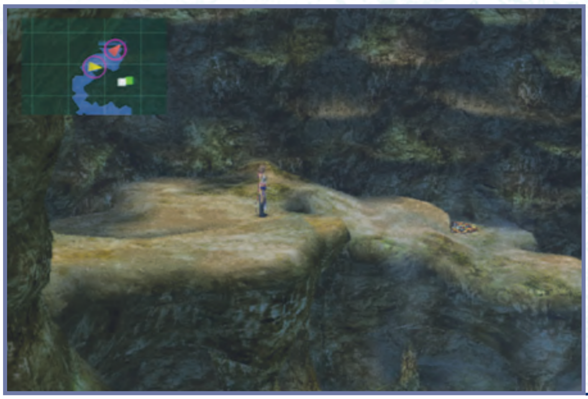
Make use of the blue Save Spheres to save your game. You will need a PlayStation®2 memory card (8MB) with at least 221 KB free to do this. You can save up to 36 games on each card.

Tip: You should always examine a Save Sphere by pressing ⊗ even if you decide not to save your game, because doing so will completely heal your characters.

Loading your Game

You can only load your game from the title screen. The save file displays the place where you saved the game as well as Yuna's level (Lv.), the current Chapter, completed percentage figures, the amount of available gil and your Play Time recorded so far.

THE GAME SCREEN



When your party is exploring, you will usually have a guide map which shows your surrounding area. The following symbols are used:

Yellow triangle:	Your party. The tip indicates the direction you're facing
Red triangle/pink cross:	Location of certain missions
Green square:	Entrance/exit, lift
White square:	Save Sphere
Pink square:	Mission relevant area/item.

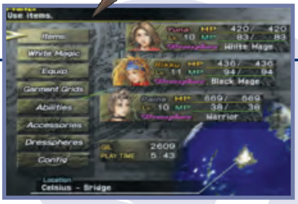
MAIN MENU

Press △ to access the main menu. This option will be unavailable to you during a battle, scene or mini-game. When you access the main menu you will see a list of sub-menus that you can open by pressing ⊗. Not all sub-menus will be available at the start of the game. You can cancel the selection, return to the main menu and resume your game by pressing ◎. Note: many players find it more convenient to use the digital pad to navigate the in-game menus, and the analog stick to move around the game world.

GENERAL

You can view your characters' status information on the right-hand side of the main menu. Next to their picture and name you will see their current level as well as the name of the currently equipped dressphere. The numbers represent current HP on the left and the maximum possible amount of HP on the right. The thin orange line underneath displays current HP status. The same applies to the MP figures and the green line shown underneath.

If your character is afflicted with a status ailment such as Poison, this information will be flashed up, alternating with the dressphere information.



Use items.

Items
White Magic
Equip
Garment Grids
Abilities
Accessories
Dresspheres
Config
Yuna HP 420/ 420
Lv 10 MP 83/ 83
Dressphere White Mage
Rikku HP 436/ 436
Lv 11 MP 94/ 94
Dressphere Black Mage
Paine HP 669/ 669
Lv 10 MP 38/ 38
Dressphere Warrior
Gil 2609
PLAY TIME 5 : 43
Location
Celsius - Bridge

General information about your game is displayed at the bottom of the main menu:

Gil: Total amount of your current funds.

Play Time: Total time played so far.

Location: Your party's current location.

ITEMS

Select this sub-menu if you wish to use, view or sort your items. All items listed here will have been found, stolen or purchased by your party. Some may even have been given as presents. You can scroll up and down the list by pressing L2 and R2. When you call up this sub-menu, the cursor will automatically point to the Use option. To select Sort, or Key Items, you will need to press ◎ first, then press the right directional button.

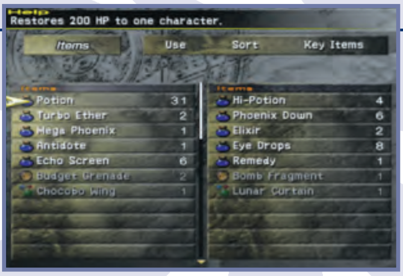
Use

To use an item, select Use, move the cursor to the particular item and press ⊗. This will call up the party members' details and enable you to decide which character should receive the effects of the item.

You can only use items in the menu screens that are highlighted in white. Grey items can only be used during battle. You can have a maximum of 99 of each item: if you have 98 Potions and open a chest containing 10 Potions, you will only obtain one and the other nine will be lost.

Sort

When you obtain a new item, it will appear at the bottom of the list. All items can be grouped automatically in order by activating the Sort function, Auto. Healing items such as Potion, Ether and Phoenix Down will be at the top of the list, followed by bombs and items that have positive status effects in battle such as Haste or Shell.



Restores 200 HP to one character.

Items
Use
Sort
Key Items
Items
Potion 31
Turbo Ether 2
Mega Phoenix 1
Antidote 1
Echo Screen 6
Budget Grenade 2
Chocobo Wing 1
Items
Hi-Potion 4
Phoenix Down 6
Elixir 2
Eye Drops 8
Remedy 1
Bomb Fragment 1
Lunar Curtain 1

Manual: This option enables you to exchange the positions of pairs of items. This may be useful, for example, if you wish to move items that you frequently use in battle further up the list. The order of this menu is the same as for the item list during combat.

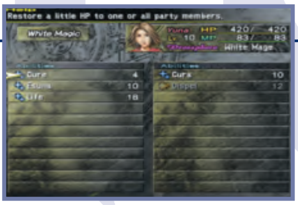
Key Items

This sub-menu contains items which will play a significant role in the game but which cannot be used manually. They include any Treasure Spheres that you might have collected, as well as the Al Bhed Primers. These Key Items will appear automatically in the Key Items sub-menu.

WHITE MAGIC

This sub-menu is only available if you have found the White Mage dressphere in Besaid. When you first receive the dressphere, your party members will only have one magic spell: Cure. Other spells must be learned.

If you wish to restore a character's HP using Cure, first select White Magic, then your chosen White Mage. Next, select Cure. The figure 4 indicates that 4 MP (magic points) are required in order to cast Cure. Select the character that you want to heal. If you press the right directional button after selecting a character, you will find that you can simultaneously heal all party members. This is not possible with all magic. Life, for example, can only be used to revive one character at a time. The party members do not need to have the White Magic dressphere equipped to use White Magic in the main menu.



Restore a little HP to one or all party members.

White Magic
Yuna HP 420/ 420
Lv 10 MP 83/ 83
Dressphere White Mage
Abilities
Cure 4
Esuna 10
Life 18
Abilities
Cura 10
Dispel 12

EQUIP

After opening the Equip sub-menu, select a party member.

At the top right of your screen you will see the same **character info** as in the main menu. Underneath it you will see the **attributes** Strength, Magic, Defence, Magic Def., Agility, Accuracy, Evasion and Luck. The maximum amount for each is 255. A coloured line under each category indicates the current value as a fraction of the maximum.

Auto-Abilities are abilities with permanent effects, bestowed upon the user by equipping specific Garment Grids, dresspheres or accessories. Information on Auto-Abilities can be found on pages 117 to 118.

For example, if you buy Silver Glasses from Barkeep, equipping Paine with the accessory will automatically activate the Auto-Ability Darkproof.

Note: Each Auto-Ability is only active while the relevant Garment Grid, dressphere or accessory is equipped.

Main Commands: Only available during battle. The Commands available will depend on the dressphere equipped and Abilities learned.

EXP: Experience points gained.
NEXT: The number indicates how many EXP are needed for the character to reach the next Level (Lv.).

Garment Grid

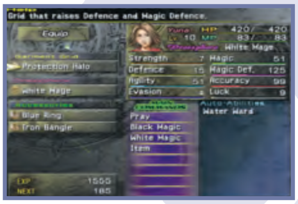
Select this option to choose a Garment Grid for a character. If a Garment Grid is highlighted in grey, it cannot be chosen as there are no dresspheres on it. You can change this in the Garment Grids sub-menu.

Dressphere

Select this option to equip a character with a dressphere. Under Main Commands, you can see which Commands will be available to the character in battle when the highlighted dressphere is equipped. You will not be able to exit the menu without first equipping any characters that do not have one with a dressphere.

Accessories

Each character can have up to two accessories equipped. The particular effect of the current item will be described at the top of the screen in the Help window. Select an item with ⊗, or exit the list without taking any action by pressing ◎.

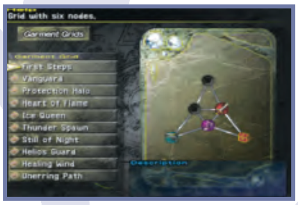

Grid that raises Defence and Magic Defence.
Equip
Protection Halo
White Mage
Blue Ring
Iron Bangle
Yuna
HP 420/ 420
Lv 10
MP 83/ 83
White Mage
Strength 7
Defence 15
Agility 51
Evasion
Magic 51
Magic Def. 125
Accuracy 99
Luck 9
Pray
Black Magic
White Magic
Item
Auto-Abilities
Water Ward
EXP 1555
NEXT 185

You can see what impact the choice of a different Garment Grid, dressphere or accessory has on a character's statistics by looking at the information panel at the top right of the screen. Blue indicates a positive effect on the status value, whereas red indicates a negative effect. At the same time you can see which Auto-Abilities and Main Commands are available after making your choice.

Details on all dresspheres are provided in the Dresspheres chapter starting on page 21. A list of all Garment Grids can be found in the Items chapter on pages 113-116.

GARMENT GRIDS

You will need a Garment Grid in order to use a dressphere. You will obtain your first one, First Steps, immediately after the opening sequence of the game. In theory, you could reach the end of the game using just the dresspheres equipped at the beginning. However, you will regularly obtain new dresspheres with new abilities and new, more powerful, Garment Grids on which to set them.

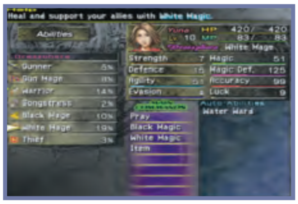

Grid with six nodes.
Garment Grids
First Steps
Vanguard
Protection Halo
Heart of Flame
Ice Queen
Thunder Spawn
Still of Night
Helios Guard
Healing Wind
Unerring Path
Description

Each Garment Grid has several nodes in which you can set dresspheres. The special effects of each Garment Grid are described in the help window. "Equip" denotes that the effect is immediate. This is reflected either by an increase in the character attributes (e.g. "Equip: Strength, Magic +5"), an Auto-Ability (e.g. "Equip: SOS Protect") or a Command ability ("Equip: Use Cure").

The coloured icons, or "Gates", represent additional effects which can be activated by a spherechange (the changing of a dressphere during combat) that passes through them. The effect only lasts for the duration of the battle.

ABILITIES

In this sub-menu, you can view the Command Abilities which are associated with a dressphere. If you select a character, you will see the same information at the top right of the screen as in the Equip menu. On the left there will be a list of all dresspheres obtained so far. The figure on the right shows the percentage of all abilities learned for each dressphere. Press ⊗ if you would like to know more about a particular ability.

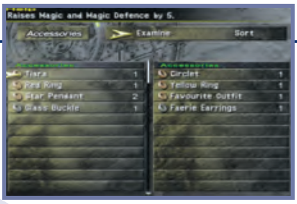

Heal and support your allies with White Magic.
Abilities
Gunner 5%
Gun Mage 8%
Warrior 14%
Songstress 2%
Black Mage 10%
White Mage 19%
Thief 3%
Yuna
HP 420/ 420
Lv 10
MP 83/ 83
White Mage
Strength 7
Defence 15
Agility 51
Evasion
Magic 51
Magic Def. 125
Accuracy 99
Luck 9
Pray
Black Magic
White Magic
Item
Auto-Abilities
Water Ward

Abilities that have been mastered by a party member are indicated by the description "Master". Abilities that are currently being learned are highlighted with a shimmering yellow bar. The figure on the right shows how many Ability Points (page 15) are required to master that ability.

Having selected a party member in the Abilties sub-menu, you can easily swap between members by pressing L1 or R1. If you already have a dressphere selected, you can use these buttons to switch between the character's dresspheres.

ACCESSORIES

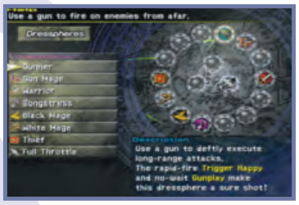
All your party members' accessories are listed in this sub-menu. However, you can only view and sort accessories here. If you want to equip them, you will need to use the Equip menu. Accessories that are already equipped by a character will not appear in this menu.


Raises Magic and Magic Defence by 5.

DRESSPHERES

All your party members' dresspheres are shown here. This menu can only be used to view your collection and to read a short description of each dressphere's attributes. On the right of the screen you will see how many dresspheres you have yet to collect. The three slots in the middle are reserved for the special dresspheres.

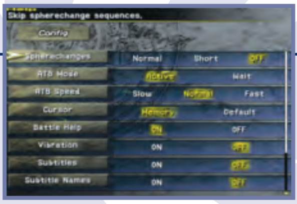
If you wish to use a new dressphere, you will first have to set it on a Garment Grid in the corresponding menu and then assign that Garment Grid to a party member before selecting the dressphere.


Use a gun to fire on enemies from afar.

Use a gun to deftly execute long-range attacks. The rapid-fire Trigger Happy and no-wait Gunplay make this dressphere a sure shot!

CONFIG

You can adapt certain options to meet your own requirements here.


Skip spherechange sequences.

Spherechanges: Normal / Short / OFF
ATB Mode: Active / Wait
ATB Speed: Slow / Normal / Fast
Cursor: Memory / Default
Battle Help: ON / OFF
Vibration: ON / OFF
Subtitles: ON / OFF
Subtitle Names: ON / OFF

Spherechanges

You can choose to display a full or shortened spherechange sequence or to skip the spherechange sequences altogether. When a dressphere is changed for the first time, a full scene will always be shown even if Off or Short has been selected.

ATB Mode

Change between Active Time Battle modes, Active and Wait.

ATB Speed

Set the speed at which the ATB Gauge charges.

Cursor

Default ensures that the cursor is always placed in the initial default position in the battle menus, specifically on the top option in the Main Commands menu. When Memory is selected, the cursor will be placed on the option that the character used last and the most recently-used sub-item menu option will also be remembered.

Battle Help

When On is selected, the Help window will always appear at the top of the screen during battles. Beginners would be wise not to deactivate this feature.

Vibration

Switch the vibration function of the (DUALSHOCK®2) analog controller On or Off here.

Subtitles

Turn the dialogue subtitles On or Off here.

Subtitle Names

Choose whether or not to display the speaker's name before the subtitles.

Guide Map

You can switch the guide map On or Off here. Not recommended if you are a beginner!

Sound

Select this option to choose between Stereo and Mono sound.

Screen Position

Adjust the screen position using this option, in the manner described in the Help window.

STATUS

Your three party members each have ten attributes.

Status Value	Description
HP (Hit Points)	A character's stamina points. If total HP falls to 0, the character is KO'd
MP (Magic Points)	Many abilities consume MP when used. If the character's total MP is below the required amount, the ability cannot be used
Strength	The higher the value, the more damage a character's physical attacks will cause
Magic	The higher the value, the more damage a character's magic attacks will inflict, and the more powerful their healing magic will be
Defence	A high Defence value reduces the damage caused by physical attacks
Magic Defence	A high Magic Defence value reduces the amount of damage inflicted by magic attacks
Agility	A high Agility value shortens the ATB bar and increases the probability of random battles
Accuracy	Affects the accuracy of your party members' attacks
Evasion	The higher the Evasion value, the more chance of evading physical attacks
Luck	Affects the accuracy of your attacks, the chances of successfully evading attacks and your ability to land Critical Hits

All your party members' statistics have certain upper limits, which cannot normally be exceeded.

HP	Maximum 9999*
MP	Maximum 999
Attribute	Maximum 255

* With the Break HP Limit auto-ability, this is increased to a maximum of 99,999!

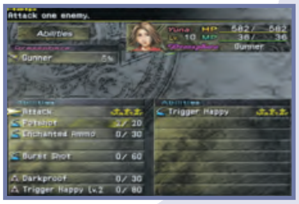
If all party members use the same dressphere and accessories and are at the same level, they will always have the same statistics. When your character has earned enough Experience points to proceed to the next level, their statistics will normally improve a little. However, the use of different dresspheres can dramatically alter statistics, both positively and negatively.

ABILITIES AND DRESSPHERES

The skills of your characters in battle depend on their abilities. There are two categories: Command abilities and Auto-Abilities. Command abilities are active skills that are mostly used for combat. Auto-Abilities are passive skills that occur automatically. There are more than 600 different abilities in total. A list of abilities is featured in the Items chapter on pages 117-118.

GENERAL

To use a variety of different abilities, your characters will need to call on the power of dresspheres. At first, you can only master a few abilities, but in the course of your battles you will learn new ones – unless you are using a dressphere for which the 16 available abilities have already been mastered.



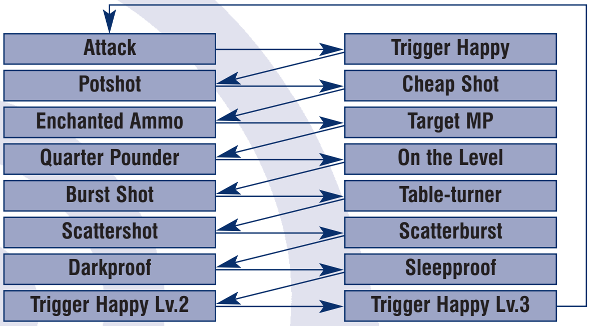
When you first open Yuna's Abilities menu and select the Gunner dressphere you will see that Attack and Trigger Happy have already been learned. This is indicated by the Master symbol. The yellow bar indicates that Yuna is in the process of learning a new ability, Potshot. To the right of the ability name you can see the total amount of AP that has been expended so far during the learning process.

If you choose another ability for Yuna to learn, the points expended on learning Potshot so far will not be lost. There is no need to continually consult this sub-menu. Once you have mastered an ability, the next one will be learned automatically. Take a look at the learning chart for Gunner in the right column.

You can choose the order yourself by selecting the next ability for your party member to learn when they've finished learning the current ability. For example, when training a White Mage, make sure that they learn the very useful ability Esuna first, as well as learning more straightforward curative magic such as Cura and Curaga.

Exception: A Gun Mage learns certain Blue Bullet abilities when they are used against her by enemies. A display will then appear above her head: for example, "Learned Blue Bullet Blaster!"

Yuna, Rikku and Paine can each find their personal **special dressphere** which will turn them into powerful entities for the duration of a battle. For the transformation to take place, the character must first have spherechanged into all the dresspheres on the Garment Grid in use at least once, during a single battle. Their special dressphere can then be accessed by pressing R1 while in the spherechange menu.



ABILITY POINTS

A character will be awarded Ability Points for victories over opponents, as well as for using abilities and even items. They will be awarded immediately during a battle. If you have attained the required amount of AP, you will be able to use an ability learned in the middle of a battle straight away. The following basic rules apply:

- Upon victory, every participant receives the AP total specified for each particular monster.
- Characters afflicted by the following conditions will miss out: KO, Petrification, Pointless.
- A maximum of 99 AP per character can be collected in any one battle.
- When a Command ability is used, the active character will, as a rule, be awarded 1 additional AP. This does not apply to standard attacks such as Attack, or special commands such as Scan or Flee.

No additional AP will be awarded if:

- The attack did not cause any damage.
- HP or MP were healed, when the bar was already full.
- A character's status ailment was not cured when attempted.
- An attempt to Steal something failed.
- A special effect did not work.

ABILITY SYMBOLS

Abilities are marked with a symbol. These symbols will tell you at a glance what kind of ability you are dealing with.

Description
Opens the sub-menu of the selected category
Character immediately runs towards the target and attacks
Character runs towards the target and attacks after some preparation time
Character attacks immediately
Character attacks after some preparation time
A non-physical attack (with preparation time)
Immediately replenishes HP

Description
Heals HP or cures status ailments (with preparation time)
Generates positive status effects
Other effect
Stash abilities
Dance abilities
Auto-Abilities *

* Auto-Abilities always work so you don't need to activate them. You can check which Auto-Abilities are available for a particular dressphere in the Equip menu.

COMMAND ABILITIES

You will find a description of the abilities that are available to you in the early stages of the game, in the table below. A complete list of all abilities and more information on Command Abilities, arranged according to dresspheres, is featured in the Dresspheres chapter starting on page 21.

Name	Dressphere/ Accessory	Effect	Page
Attack	Warrior, Thief, Gunner	Normal physical attack	24, 25, 27
Swordplay: Power Break	Warrior	Physical attack on an opponent. Extra effect: Strength Down	24
Steal	Thief	Attempts to steal an item from an opponent	25
Trigger Happy	Gunner	Rapid fire attack	27
Dance: Darkness Dance	Songstress	Inflicts Darkness on one or more opponents	26
Black Magic: Thunder	Yellow Ring	Deals elemental damage to one or more opponents	28

THE BATTLE SYSTEM

Battles are fought using the Active Time Battle system. This means that time continually passes, even when you are inactive.

SCREEN DISPLAY DURING BATTLE

1 **Help Window:** The bar at the top of your screen displays helpful information.

2 **Active Mode:** Time is ticking away. When Wait Mode is displayed, your opponents will not move until you take action or return to the Command Window.

3 **Command Window:** Indicates the available Main Commands. Press right on the directional pad to call up the Sub-Commands. The spherechange option is always displayed separately.

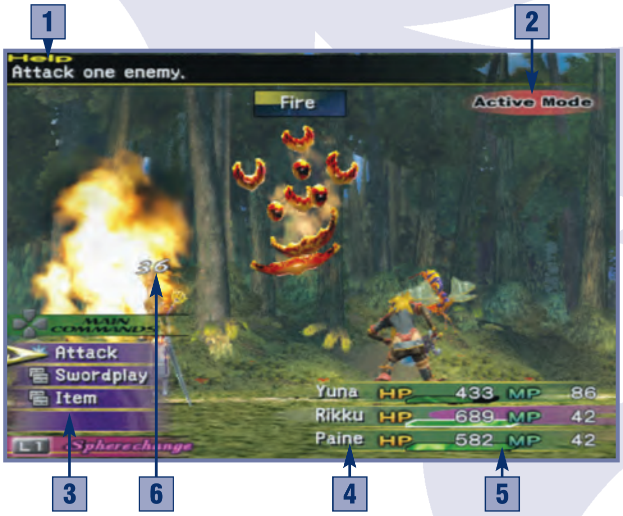
4 **Status Window:** Displays characters' HP, MP and ATB Gauge. The name of the character whose turn it is will be highlighted in red.

5 **ATB Gauge (Charging), (green):** Indicates how much time has to elapse before a character is ready to receive a command.

6 **Numbers:** A white number shows the amount of damage caused by a hit. A green number indicates healing.

ATB Gauge (Waiting), (purple): Indicates how much time has to elapse before the current command is executed.

Chain: Land several hits in rapid succession and they become Chain attacks, with heightened effects. The longer the chain, the greater the effect.

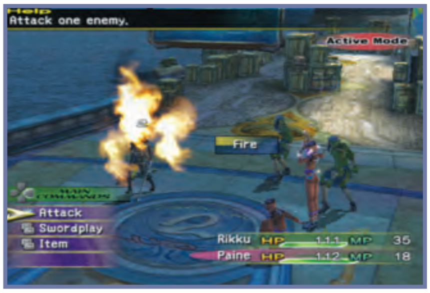


DIVERSITY OF INFORMATION

A wide range of information is displayed during battles:

Miss: The subject targetted managed to dodge the action.

Text box: Diverse information is displayed in text boxes:
- When you make use of a special ability: for example, Power Break from the Swordplay menu.
- When an opponent makes use of a special ability: for example, a magic attack such as Fire.
- When you make use of an Item: for example, Potion.
- When a member of your party learns a new Ability, an ability specific message will appear above their head.
- When a party member uses Steal, several pieces of information are displayed: the name of the Ability, (Steal), with the item that she has stolen underneath it, or simply "Nothing to steal" if the opponent doesn't have anything.
  If your character was lacking in nimbleness and failed to take anything from the enemy, "Couldn't steal anything" is displayed.


Help
Attack one enemy.

ACTIONS IN BATTLE

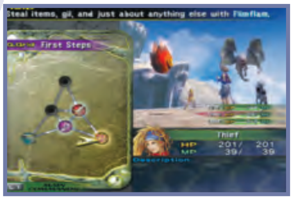
Main Commands: Command abilities are displayed at the top. The abilties available to the character depend on the dressphere she is using.

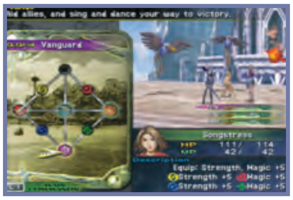
Press the right directional button when in the **Main Commands** menu to access the **Sub-Commands** menu. Use the Escape Sub-Command to enable individual characters to flee from battle. This command is not available in all situations. For example, escaping will never be an option during a boss battle. That would make things a little too easy!

Spherechange: Press L1 during a party member's turn to access their Garment Grid. Selecting a different dressphere will alter both the party member's dress and their available abilities. But be careful: while you do this, battle will continue to rage. The action will only stop once you have selected a dressphere.

You can only select a dressphere that is linked with the currently equipped one by a path on the Garment Grid. In the given example Rikku is a Thief. She can change into a Warrior or a Songstress but not into a Gunner. If Rikku becomes a Songstress, she will, on her next turn, be able to select any one of the three neighbouring dresspheres.

If, in the second example, Yuna changes from a Songstress to a Warrior, the path will pass through the blue gate. This will increase her Strength by 5 points for the duration of the battle. If she changes into a Thief, her Magic will increase by 5. If she were to change into a Gunner, none of the values would be affected.


Steal items, gil, and just about anything else with Flimflam.


id allies, and sing and dance your way to victory.

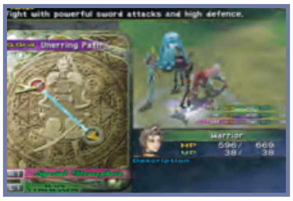
Equip: Strength, Magic +5
Strength +5 Magic +5
Strength +5 Magic +5

SPECIAL DRESSPHERES

You can only make use of a party member's special dressphere if they have used all the dresspheres on their selected Garment Grid during the current battle. Call up the Garment Grid by pressing L1; you can then select the special dressphere by pressing R1.

The two remaining party members will leave the battle. Your character will not be left to battle on alone, however. Quite the contrary, in fact. Each special dressphere provides two formidable support units that flank the main character in battle.

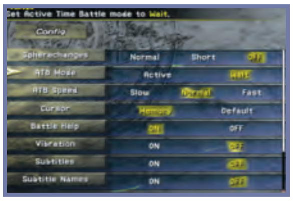
Note: Abilities acquired via gates on the Garment Grid will become ineffective when the special dressphere is activated. In order to remove the special dressphere call up the Garment Grid with L1. This will allow you to change your party member back to normal and your comrades to return. This will happen automatically if the character is KO'd or when the battle is won.


ight with powerful sword attacks and high defence.

ACTIVE TIME BATTLE (ATB)

In terms of ATB, the sequence of participants' actions in a battle depends on various factors: the Agility value of your characters and their opponents, the chosen action and, last but not least, your ability to react quickly.

In **Active Mode**, the battles continue non-stop, except during the spherechange sequences and certain attacks. The speed can be changed using the ATB Speed setting. If this is a bit too frantic for you, change the ATB Mode to Wait in the Config menu. **Wait Mode** will then be activated as soon as you have selected an action from the Main Command bar. Time will stop while you make a decision such as which target to attack next or which Item you want to use.


et Active Time Battle mode to Wait.

Spherechanges Normal Short [✓ Off]
ATB Mode Active [✓ Wait]
ATB Speed Slow [✓ Normal] Fast
Cursor [✓ Memory] Default
Battle Help [✓ ON] OFF
Vibration ON [✓ OFF]
Subtitles ON [✓ OFF]
Subtitle Names ON [✓ OFF]

Waiting and Preparing

The **ATB Gauge** provides you with two different types of information. A green bar measures the charge time that has to elapse before a character is ready to receive a command. A purple bar measures the wait time before the next command is executed. The character becomes active as soon as the bar is full. Once the ATB Gauge turns purple, the command cannot be reversed. If the green bar is full for several characters, you may switch back and forth between them by pressing △.

Wait and charge times differ depending on a character's Agility and the chosen command. Not all abilities require a wait. In addition, charge and wait time can be influenced by status effects such as Slow or Haste (the colour of the bar will also change). Physical attacks will temporarily interrupt the process of filling the bar. This system also applies to opponents even though their bar is not displayed.

Some battles start under altered circumstances, when for example, you are ambushed by an opponent, or vice versa. The likelihood of such an event depends on the Agility levels of your team and those of the fiends you encounter. The First Strike Auto-Ability will always give you the initiative in random battles.

Dance to sustain various effects.
Active Mode
Dance
Sing
Black Magic
Item
Yuna HP 420 MP 70
Rikku HP 432 MP 50
Paine HP 708 MP 38

Deciding on a Target

When an action is selected, the Command menu will be replaced by a list of possible targets. Any status effects will be also be indicated by the appropriate symbols here. Select a target by pressing the up or down directional buttons. By pressing left, you can target all opponents and by pressing right, you can switch to targeting your own party member, if the selected action supports this option, or select your entire party if you so desire, depending, again, on the nature of the action.

Wait Mode
Water
Wild Wolf
Flan Palido
Yuna HP 383 MP 83
Rikku HP 356 MP 90
Paine HP 564 MP 38

Targeting groups does have some penalties, however, as it means that the effects of the ability are halved. There are some actions that can only be applied to the active character, for example Escape. In contrast, Steal only works on an opponent.

When you use a curative item or ability, the cursor will always be initially pointed at your own party members, whereas in the case of a grenade the cursor will point at your opponents. You can, however, switch over by pressing left or right and use the curative item or ability on an opponent, or throw a grenade at your own party. That may sound pointless but it can be surprisingly useful tactic under certain circumstances.

Accuracy

The accuracy of a physical attack will depend on the attacker's status (e.g. if an attacker is afflicted with Darkness, its accuracy will be dramatically reduced) – and on the Evasion value of the target. When either Stop or Sleep has been inflicted on a target, an attack will always hit the mark. If an attack misses its target, Miss will be displayed.

More Damage!

There are several methods for making your attacks more damaging.

- You attack your opponent from behind. Effect: twice the amount of damage.
- Critical hit: Some attacks cause a critical hit. The likelihood of this depends, among other things, on the Luck value of the attackers and the target. Effect: twice the amount of damage.
- Certain abilities will allow you to increase the Strength of your own physical attacks, whilst others will diminish the Defence of your opponent. Effect: dependent on the changes that have occurred.
- An adroit use of elemental affinities.
  Effect: 200% damage (by combining several weaknesses, theoretically up to 3200%).

The upper limit for damage is 9999 points. Unsurprisingly, at the beginning of the game you will not be able to inflict anything like that much damage. With the Auto-Ability Break Dmg. Limit, however, you can eventually increase the damage threshold to 99,999 points. You can also defeat an opponent with one hit by inflicting status ailments such as Petrification or special effects like Death and Eject.

Chain Attack

If a target suffers several hits in rapid succession, this will result in a Chain Attack. You must hit your target again while it is still reeling from an attack. (For this reason, no Chain will be possible if the target is affected by Stop and is therefore completely motionless.) If you have launched a successful Chain Attack the word "Chain" will appear above the targeted opponent. Beneath it, the number of attacks in the Chain will be displayed (x1, x2... up to a maximum of x99).

Active Mode
Yuna HP 608 MP 31
Rikku HP 623 MP 24
Paine HP 638 MP 38

Chain attacks increase in strength. They begin with a bonus of 45% for a simple Chain. The damage can increase to a maximum of more than 600%. It doesn't matter whether the hits came from more than one attacker. For this reason, smart timing and the co-ordination of several Chain attacks can produce devastating results.

ELEMENTAL AFFINITIES

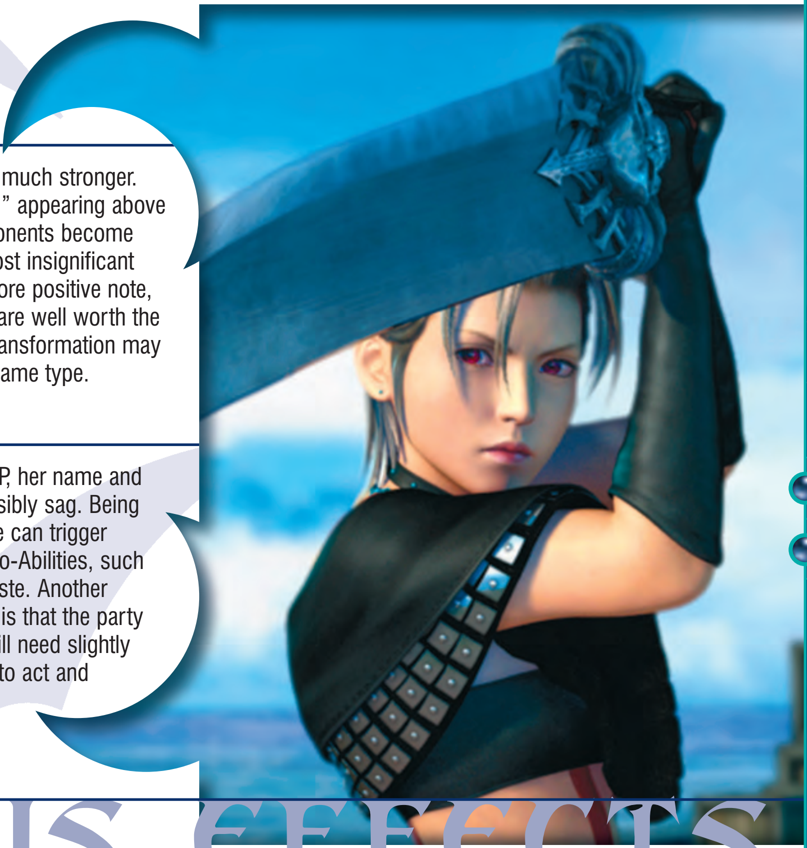
Some abilities and monsters have elemental affinities. There are four primary elements.

Element	Effect of:
Fire	Fire, Fira, ...
Ice	Blizzard, Blizzara, ...
Lightning	Thunder, Thundara, ...
Water	Water, Watera, ...

There are two pairs of opposing elements. Fire can be used to combat Ice, Lightning can be used to combat Water, and vice-versa. When the elemental affinities of a weapon and a monster come into contact, this can produce four different effects:

Weak: Elemental damage is doubled
Half: Elemental damage is halved
Immune: Opponent will not suffer any damage
Absorb: Damage is converted into HP and the opponent is healed by the attack.

As you can see, elemental affinities are not necessarily an advantage. For example, if you use Ice magic on a Flan Blanco fiend, you will heal it rather than inflict damage, which is not generally desirable during a battle! You can often tell the elemental characteristic of a fiend simply from its colour and the way it attacks. If you want to be sure, use the Gun Mage Scan ability to reveal a fiend's elemental Achilles Heel, or refer to the Monsters chapter on pages 119-153.



OVERSOUL

Occasionally, enemies will spontaneously get much stronger. This will be heralded by the legend "Oversoul!" appearing above your opponent's head. In Oversoul form, opponents become considerably more powerful, and even the most insignificant fiend can prove to be quite a handful. On a more positive note, the rewards for defeating a fiend in this state are well worth the effort. According to Shinra, this mysterious transformation may occur when you defeat several fiends of the same type.

DANGER!

If a character has lost more than 2/3 of her HP, her name and HP will be displayed in yellow, and she will visibly sag. Being in this state can trigger certain Auto-Abilities, such as SOS Haste. Another side-effect is that the party member will need slightly more time to act and recover.

Cast black magic spells.
Active Mode
Black Magic
Item
Yuna HP MP
Rikku HP MP
Paine HP MP

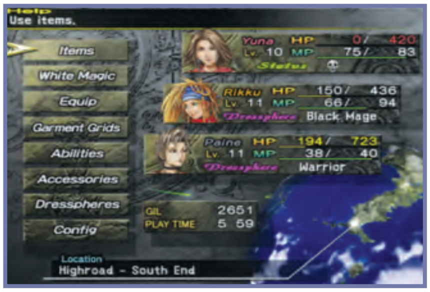
STATUS EFFECTS

Status effects can be positive or negative. Negative changes that are inflicted by enemy attacks can be particularly dangerous.

STATUS AILMENTS

Status ailments can be identified either by the change in a party member's appearance, or by targetting them with a status affecting item or ability. If you want to be sure, choose a cure for a status ailment from the Item menu. Instead of the ATB gauge a bar with symbols will then appear in the status window. For your convenience, this information is featured on the back cover inside flap of this guide.

Some effects continue after combat. You can check this in the main menu: the relevant symbols will be shown under the character's picture, alternating with the dressphere information. Remedy is the classic cure-all. The White Magic ability Esuna fulfils the same purpose, as does the Gun Mage's White Wind Blue Bullet ability.


Help
Use items.
Items
White Magic
Equip
Garment Grids
Abilities
Accessories
Dresspheres
Config
Yuna Lv 10 HP 0/ 420 MP 75/ 83
Status
Rikku Lv 11 HP 150/ 436 MP 66/ 94
Dressphere Black Mage
Paine Lv 11 HP 194/ 723 MP 38/ 40
Dressphere Warrior
GIL 2651
PLAY TIME 5 59
Location
Highroad - South End

Name	Effect	Description	Antidote
KO	No action possible	Lies on the ground	Items such as Phoenix Down, magic such as Life
Petrification	No action possible. The character can be KO'd by an attack	Turns to stone	Soft, Remedy, Esuna
Sleep	No action possible *1	"ZZZ" appears above the head	Physical damage *2, Remedy, Esuna
Silence	Magic, Dance, Sing, Arcana and Mascot abilities can no longer be used	Speech balloon with "…"	Echo Screen, Remedy, Esuna
Darkness	The accuracy of physical attacks falls by 75%	Black cloud in front of the face	Eye Drops, Remedy, Esuna
Poison	HP falls regularly by 3% of the maximum HP (this does not apply while also afflicted with Stop status)	Green smoke appears above the head	Antidote, Remedy, Esuna
Confusion	The afflicted character will perform random actions. No commands possible *1	Stars circling around the head	Physical damage *2, Remedy, Esuna
Berserk	The afflicted character will constantly execute the Command Attack (in the case of monsters other actions are possible, too). Physical damage increases by 25% *1	Body flashes red	Remedy, Esuna
Curse	Spherechange impossible	Body flashes black	Holy Water, Remedy, Esuna
Pointless	Character receives no EXP or AP	-	Holy Water, Remedy, Esuna
Itchy	Only spherechange and Escape possible	Body flashes white	Holy Water, Remedy, Esuna, Spherechange
Slow	ATB bar fills up at half speed. The time required for the transition from command input to execution doubles *1	Slow movement; ATB bar turns yellow	Remedy, Esuna, Haste
Stop	No action possible. (Sleep, Confusion, Berserk are cured) *1	No movement, bar turns grey	Remedy, Esuna, Haste
Doom	After countdown, the victim experiences KO (does not apply in the Stop state)	Red number appears above head	-

*1: The effect ceases automatically after a while during battle. (Exception: Sleep, if ATB Speed is set to Fast in the Config menu).

*2: As a last resort, it is possible to treat the afflicted character by having one of your other party members physically attack them. Cruel to be kind, or what?!

BENEFICIAL STATUS EFFECTS

The table below contains information on the Beneficial Status Effects caused by certain White Magic abilities and items. If, for any reason, you want to counteract any of these effects, use the Dispel Tonic item, or the White Mage ability, Dispel. All Beneficial Status Effects, apart from Auto-Life, will wear off after a while.

Name	Effect	Description	Antidote
Auto-Life	Automatically revives character following KO and restores HP by 25%	Halo	Dispel Tonic, Dispel
Shell	Halves the damage of magic attacks	Orange protective screen when effect takes place	Dispel Tonic, Dispel
Protect	Halves the damage of physical attacks	Blue protective screen when effect takes place	Dispel Tonic, Dispel
Reflect	Reflects certain magic attacks (no effect on magic that has already been reflected)	White protective screen when effect takes place	Dispel Tonic, Dispel
Regen	HP regularly restored by 3% of the maximum (this does not apply in the Stop state)	Body surrounded by sparkling purple light	Dispel Tonic, Dispel
Haste	ATB fills up 5% faster. Wait time is halved. More shots possible in Trigger Happy mode	Quicker movement; ATB bar turns red	Dispel Tonic, Dispel, Slow, Stop
Null Physical	Immune to physical attacks	-	-
Null Magic	Immune to magic attacks	-	-
Invincible	No damage from normal attacks (does not work against status effects)	-	-

CHANGES TO ATTRIBUTES

In battle, most attributes can be altered up to the value of + or – 10, by repeatedly using an ability such as Power Break. This is not true of the Agility attribute, which is only affected by Haste and Slow.

Name	Effect
Strength Up	Strength is increased or decreased by 1/12 per application
Strength Down	
Magic Up	Magic is increased or decreased by 1/12 per application
Magic Down	
Defence Up	Defence is increased or decreased by 1/12 per application
Defence Down	
Magic Def. Up	Magic Def. is increased or decreased by 1/12 per application
Magic Def. Down	
Accuracy Up	Accuracy is increased or decreased by ten points
Accuracy Down	
Evasion Up	Evasion is increased or decreased by ten points
Evasion Down	
Luck Up	Luck is increased or decreased by five points
Luck Down	

SPECIAL

Additional effects that can have an influence on the outcome of the battle, are listed below. These effects are not shown by a symbol next to the character or enemy.

Name	Effect
Death	Inflicts KO on the target
Eject	Eliminates the target from the battle
Zantetsu	Inflicts KO on the target
Delay	Delays the actions of the target

DRESSPHERES

It is said that “clothes maketh the man,” but this is equally true for our Gullwing heroines, who will change more than just their appearance when they slip into a new outfit. In the blink of an eye, a slinky Songstress can transform into a lithe Thief, and then a Warrior, a Gunner and back again - all thanks to the power of the dressphere.

DRESSPHERES

JOBS AND ABILITIES

Selecting a dressphere determines a character's attributes and her individual abilities. In principle, Yuna, Rikku and Paine all have the same attributes, so there is no reason why you should not make Yuna a Warrior, or have the usually aloof Paine dance like a disco diva in Songstress guise...

During battles, you can switch party members' dresspheres using spherechange, as described in the How To Play chapter (on page 17). The following pages provide details about all dresspheres, where they can be found, their advantages and disadvantages, what abilities they possess, their effects and how they work.

In the main menu, select the Abilities sub-menu to find out the percentage of a dressphere's available ablilities already mastered by a party member. This percentage affects the placement of dresspheres on Garment Grids if you use the Auto function.

By using abilities and defeating opponents you can collect ability points (AP). These points enable you to learn new abilities. For further information on this subject, read the How To Play chapter (page 15). Not all of a particular dressphere's 16 abilities will be available from the beginning. Some must be released by special means.

ATTRIBUTES

Switching dresspheres engenders dramatic changes in party members' attributes. For example, if a White Mage turns into a Dark Knight, this will more than double her HP. The table below provides a comparison of the various dresspheres for a Lv. 30 party member.

Level 30	HP	MP	Strength	Defence	Magic	Magic Def.	Agility	Accuracy	Evasion	Luck
Alchemist	1102	54	57	32	17	14	53	4	121	12
Berserker	2003	58	78	28	4	4	62	16	105	14
Black Mage	837	169	10	9	84	132	52	5	100	11
Dark Knight	1862	176	80	126	56	86	39	3	103	11
Gun Mage	1050	126	69	31	76	71	55	4	122	11
Gunner	1211	66	60	36	31	36	54	5	124	17
Lady Luck	1011	133	48	27	47	46	56	6	124	27
MascotPaine	2342	240	76	134	70	118	56	10	128	18
MascotRikku	2383	268	69	136	88	128	59	15	122	17
MascotYuna	2386	264	72	137	84	120	60	15	124	18
Samurai	1151	91	74	41	48	50	57	13	106	15
Songstress	850	126	9	9	59	45	57	11	99	10
Thief	1267	92	53	32	43	62	62	21	112	28
TrainerPaine	1337	104	66	47	48	30	55	7	108	14
TrainerRikku	1337	104	58	32	47	33	57	8	105	10
TrainerYuna	1337	104	69	48	41	29	51	7	104	10
Warrior	1434	76	75	104	29	10	51	6	103	13
White Mage	865	154	11	14	80	138	53	6	101	11

EXPERIENCE POINTS

Differences in the development of characters are the result of slight differences in the number of EXP required to proceed to each level as shown in the table below:

Level	Yuna	Rikku	Paine
10	1296	1166	1215
20	10830	9891	9747
30	37004	33976	32799
40	88218	81221	77571
50	172872	159426	151263
60	299366	276391	261075
70	476100	439916	414207
80	711474	657801	617859
90	1013888	937846	879231
99	1350322	1249480	1169767

LOCALITIES

Initially, the Gullwings have four dresspheres. Four more will be added automatically during the course of the game but you can find many more during your adventure. Use the table on the right to ensure that you don't miss any. "Hotspot" denotes that you will get a particular dressphere automatically as you progress through the compulsory stages of the game. "Optional" indicates that you must actively search for these dresspheres.

		Available in Chapter:					
Name	Symbol	1	2	3	4	5	Page
Alchemist			●	●		●	175
Berserker				●			178
Black Mage		✖					59
Dark Knight			●	●		●	85
Floral Fallal			✖				73
Full Throttle		●	●				163
Gun Mage		●	●				161
Gunner		✖					27
Lady Luck				●		●	35
Machina Maw			✖				40
Mascot						●	75
Samurai				●		●	91
Songstress		✖					26
Thief		✖					25
Trainer				●			38
Warrior		✖					24
White Mage		✖					62

● = Optional; ✖ = Hotspot

KEY

In the Dressphere chapter you will find detailed information on the following subjects:

Whereabouts: When and where you can obtain a dressphere. A page reference will point you to the description, or to the Secrets chapter.

Attributes: The affect of the dressphere on a party member's attributes. The more ■, the higher this level will be in comparison with the other dresspheres. Read about which accessories and Garment Grids you can use to enhance your party's attributes in the Items chapter (page 108 to 116).

Info: Here you can find general tips on how to use dressphere abilities. In addition, you will find out how to earn AP quickly (for more information on this, see page 15 in the How To Play chapter). Finally, several of the most useful abilities will be listed.

Ability List

1 **Name** of ability.

2 **Symbol** indicating the ability type (see How To Play, page 24).

3 **Category:** States whether the ability is available as a Main Command, in a sub-menu, or automatically.

4 **Strength:** A percentage indication of the effectiveness of an attack. The strength of a standard attack is 100%.

5 **AP** required to learn the ability.

6 **MP** consumed when an ability is used.

7 **Accuracy:** A * symbol indicates that an attack always hits the target (except when the party member is afflicted by Darkness). **%** means that the degree of accuracy depends on the attributes of both attacker and opponent.

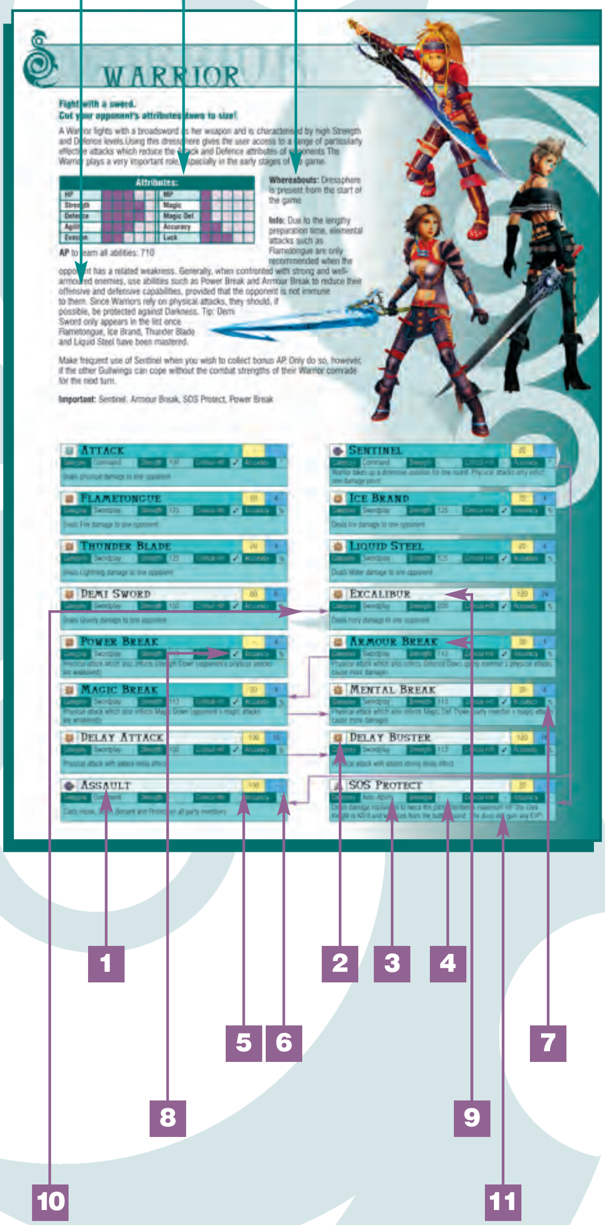
8 **Critical:** This ✓ indicates that an attack will result in a Critical Hit. The damage dealt increases to 200 % and the opponent will continue "staggering" for a longer period of time. The chance of a Chain attack increases. A "staggering" opponent is unable to dodge an attack, so a follow-up blow will always connect.

9 **Dark fields** indicate that these abilities appear in the list from the start and can be learned immediately. **Light-coloured fields** indicate that these abilities must be unlocked.

10 **An arrow:** The ability where the arrow starts needs to be learned first, to unlock the ability it points at.

11 **Effect:** Describes the effect of abilities/Auto-Abilities conveyed by a dressphere.

Note: Many opponents are immune to percentage value attacks (for example "Halves opponent's HP") or fixed value attacks ("causes damage amounting to 3/8 of the maximum HP"). Bosses are normally immune to such devastating effects. If you would like to know whether a chosen use of an ability is likely to be successful, the Monsters chapter (see pages 119 to 153) will tell you all you need to know about the strengths and weaknesses of your opponent.



WARRIOR

Fight with a sword.
Cut your opponent's attributes down to size!

A Warrior fights with a broadsword as her weapon and is characterised by high Strength and Defence levels.Using this dressphere gives the user access to a range of particularly effective attacks which reduce the Attack and Defence attributes of opponents The Warrior plays a very important role, especially in the early stages of the game.

Attributes:			
HP	■■■□□	MP	■□□□□
Strength	■■■■□	Magic	■□□□□
Defence	■■■■□	Magic Def	■□□□□
Agility	■■■□□	Accuracy	■■□□□
Evasion	■■□□□	Luck	■■■□□

AP to learn all abilities: 710

Whereabouts: Dressphere is present from the start of the game

Info: Due to the lengthy preparation time, elemental attacks such as Flametongue are only recommended when the opponent has a related weakness. Generally, when confronted with strong and well-armoured enemies, use abilities such as Power Break and Armour Break to reduce their offensive and defensive capabilities, provided that the opponent is not immune to them. Since Warriors rely on physical attacks, they should, if possible, be protected against Darkness. Tip: Demi Sword only appears in the list once Flametongue, Ice Brand, Thunder Blade and Liquid Steel have been mastered.

Make frequent use of Sentinel when you wish to collect bonus AP. Only do so, however, if the other Gullwings can cope without the combat strengths of their Warrior comrade for the next turn.

Important: Sentinel, Armour Break, SOS Protect, Power Break

ATTACK
SENTINEL
FLAMETONGUE
ICE BRAND
THUNDER BLADE
LIQUID STEEL
DEMI SWORD
EXCALIBUR
POWER BREAK
ARMOUR BREAK
MAGIC BREAK
MENTAL BREAK
DELAY ATTACK
DELAY BUSTER
ASSAULT
SOS PROTECT

WARRIOR

Fight with a sword.
Cut your opponent's attributes down to size!

A Warrior fights with a broadsword as her weapon and is characterised by high Strength and Defence levels. Using this dressphere gives the user access to a range of particularly effective attacks which reduce the Attack and Defence attributes of opponents.
The Warrior plays a very important role, especially in the early stages of the game.

Attributes			
HP	■■■□□	MP	■□□□□
Strength	■■■■□	Magic	■□□□□
Defence	■■■■□	Magic Def.	■□□□□
Agility	■■■□□	Accuracy	■■□□□
Evasion	■■□□□	Luck	■■■□□

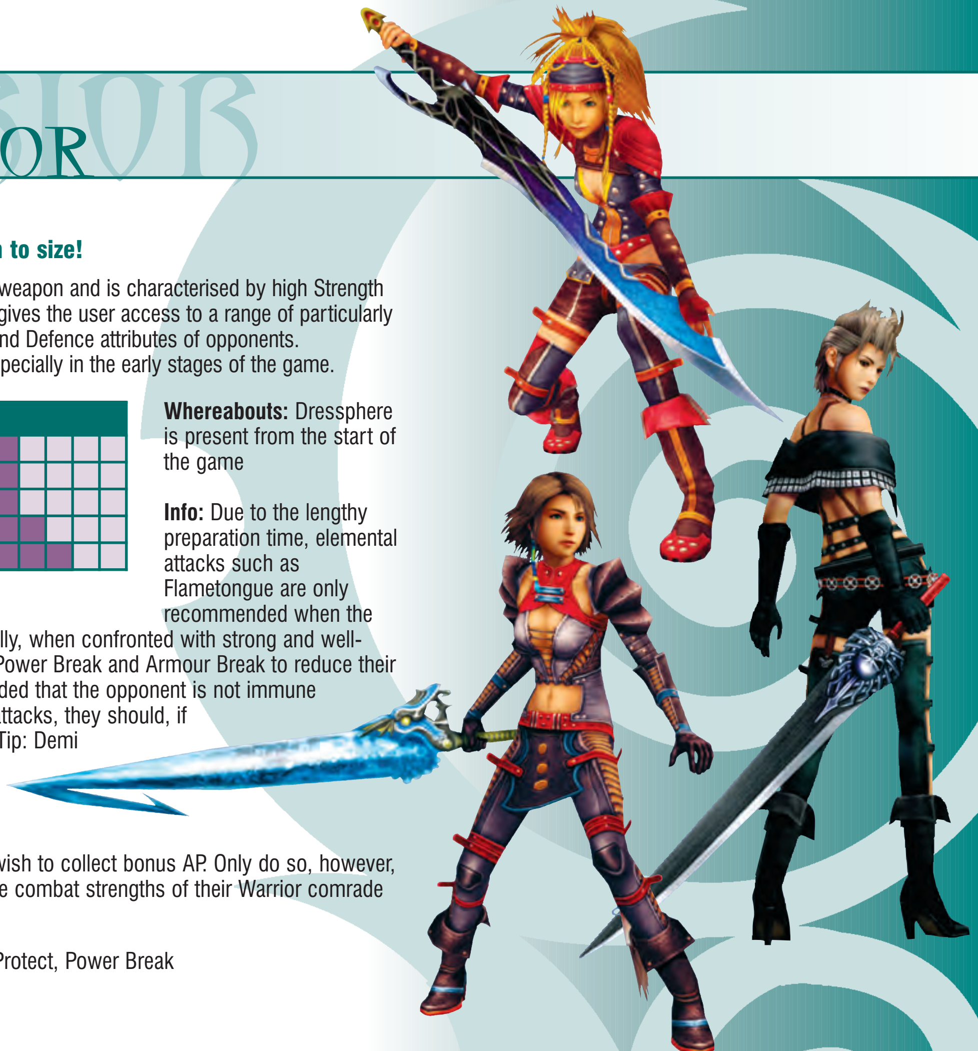
AP to learn all abilities: 710

Whereabouts: Dressphere is present from the start of the game

Info: Due to the lengthy preparation time, elemental attacks such as Flametongue are only recommended when the opponent has a related weakness. Generally, when confronted with strong and well-armoured enemies, use abilities such as Power Break and Armour Break to reduce their offensive and defensive capabilities, provided that the opponent is not immune to them. Since Warriors rely on physical attacks, they should, if possible, be protected against Darkness. Tip: Demi Sword only appears in the list once Flametongue, Ice Brand, Thunder Blade and Liquid Steel have been mastered.

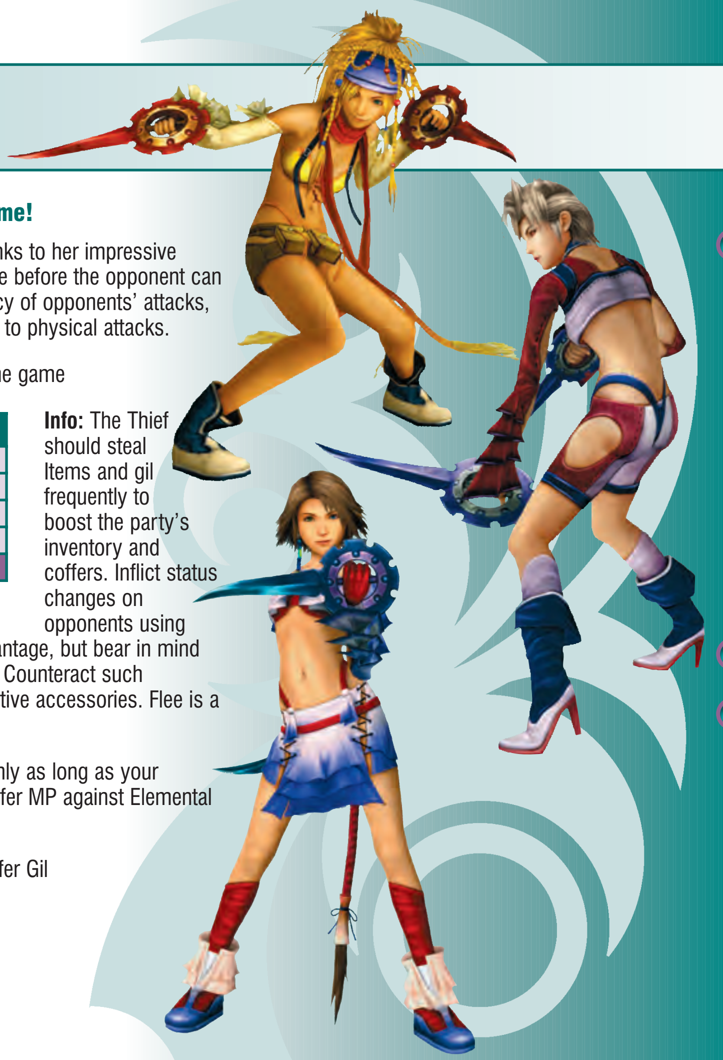
Make frequent use of Sentinel when you wish to collect bonus AP. Only do so, however, if the other Gullwings can cope without the combat strengths of their Warrior comrade for the next turn.

Important: Sentinel, Armour Break, SOS Protect, Power Break



			Category	Strength	Critical Hit	Accuracy	
ATTACK	-	-	Command	100	✓	*	Deals physical damage to one opponent
FLAMETONGUE	20	4	Swordplay	125	✓	%	Deals Fire damage to one opponent
THUNDER BLADE	20	4	Swordplay	125	✓	%	Deals Lightning damage to one opponent
DEMI SWORD	60	6	Swordplay	150	✓	%	Deals Gravity damage to one opponent
POWER BREAK	-	4	Swordplay	113	✓	%	Physical attack which also inflicts Strength Down (opponent's physical attacks are weakened)
MAGIC BREAK	30	4	Swordplay	113	✓	%	Physical attack which also inflicts Magic Down (opponent's magic attacks are weakened)
DELAY ATTACK	100	10	Swordplay	100	✓	%	Physical attack with added delay effect
ASSAULT	100	-	Command	-	-	*	Casts Haste, Shell, Berserk and Protect on all party members
SENTINEL	20	-	Command	-	-	*	Warrior takes up a defensive position for one round. Physical attacks only inflict one damage point
ICE BRAND	20	4	Swordplay	125	✓	%	Deals Ice damage to one opponent
LIQUID STEEL	20	4	Swordplay	125	✓	%	Deals Water damage to one opponent
EXCALIBUR	120	24	Swordplay	200	✓	%	Deals Holy damage to one opponent
ARMOUR BREAK	30	4	Swordplay	113	✓	%	Physical attack which also inflicts Defence Down (party member's physical attacks cause more damage)
MENTAL BREAK	30	4	Swordplay	113	✓	%	Physical attack which also inflicts Magic Def. Down (party member's magic attacks cause more damage)
DELAY BUSTER	120	16	Swordplay	113	✓	%	Physical attack with added strong delay effect
SOS PROTECT	20	-	Auto-Ability	-	-	-	Casts Protect on Warrior once HP falls below 1/3

THIEF



Attack with speed. You'll steal the show in no time!

A Thief has a special talent for stealing items or gil. Thanks to her impressive Agility stats, a Thief can take decisive action during battle before the opponent can react. Boosted Evasion and Luck stats lower the accuracy of opponents' attacks, but her reduced Defence stats make the Thief vulnerable to physical attacks.

Whereabouts: Dressphere is present from the start of the game

Attributes			
HP	■■□□□	MP	■■□□□
Strength	■■□□□	Magic	■■□□□
Defence	■■□□□	Magic Def.	■■■□□
Agility	■■■■■	Accuracy	■■■□□
Evasion	■■■■■	Luck	■■■■■

AP to learn all abilities: 1060

Info: The Thief should steal Items and gil frequently to boost the party's inventory and coffers. Inflict status changes on opponents using Borrowed Time and Soul Swipe. Use speed to your advantage, but bear in mind the Thief's lowered Defence stats during lengthy battles. Counteract such vulnerabilities by equipping the Thief with suitable protective accessories. Flee is a good way to escape from any sticky situation!

You can quickly earn AP using Steal and Pilfer Gil, but only as long as your opponent still has something to steal. Repeatedly use Pilfer MP against Elemental opponents.

Important: Borrowed Time, Master Thief, First Strike, Pilfer Gil

ATTACK						-	-
Category	Command	Strength	50 x 2	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

STEAL						-	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Steals an item from one opponent							

PILFER GIL						30	2
Category	Flimflam	Strength	-	Critical Hit	-	Accuracy	*
Steals gil from one opponent							

BORROWED TIME						100	16
Category	Flimflam	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Stop on one opponent							

PILFER HP						60	10
Category	Flimflam	Strength	75	Critical Hit	-	Accuracy	*
Drains opponent's HP and restores Thief's HP by the corresponding amount							

PILFER MP						60	-
Category	Flimflam	Strength	38	Critical Hit	-	Accuracy	*
Drains opponent's MP and restores Thief's MP by the corresponding amount							

STICKY FINGERS						120	20
Category	Flimflam	Strength	-	Critical Hit	-	Accuracy	*
Always steals an item from one opponent (unless the opponent has "Nothing to steal")							

MASTER THIEF						140	20
Category	Flimflam	Strength	-	Critical Hit	-	Accuracy	*
Attempts to steal a rare item from one opponent							

SOUL SWIPE						160	12
Category	Flimflam	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Berserk on one opponent							

STEAL WILL						160	18
Category	Flimflam	Strength	-	Critical Hit	-	Accuracy	*
Causes one opponent to flee from battle (party can't earn any EXP, AP, gil or items)							

FLEE						10	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
All party members escape from battle (not always possible; party can't earn any EXP, AP, gil or items)							

ITEM HUNTER						60	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Increases likelihood of items appearing after battle							

FIRST STRIKE						40	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Thief begins battle with full ATB gauge and is the first to act							

INITIATIVE						60	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Increases likelihood of a pre-emptive strike in random encounters							

SLOWPROOF						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against Slow							

STOPPROOF						40	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against Stop							

SONGSTRESS

**Sing and dance your way to victory.
Even deadly combat can be fun!**

The Songstress supports her companions with song and dance. She can inflict Darkness and induces many other status changes in opponents with her dancing magic. Her songs help strengthen her comrades during battle. A Songstress is very agile, but her other attributes are not so impressive and she doesn't have any direct attacks.

Attributes											
HP	■	□	□	□	□	MP	■	■	■	□	□
Strength	■	□	□	□	□	Magic	■	■	■	□	□
Defence	■	□	□	□	□	Magic Def.	■	■	■	□	□
Agility	■	■	■	■	□	Accuracy	■	□	□	□	□
Evasion	■	■	■	□	□	Luck	■	■	□	□	□

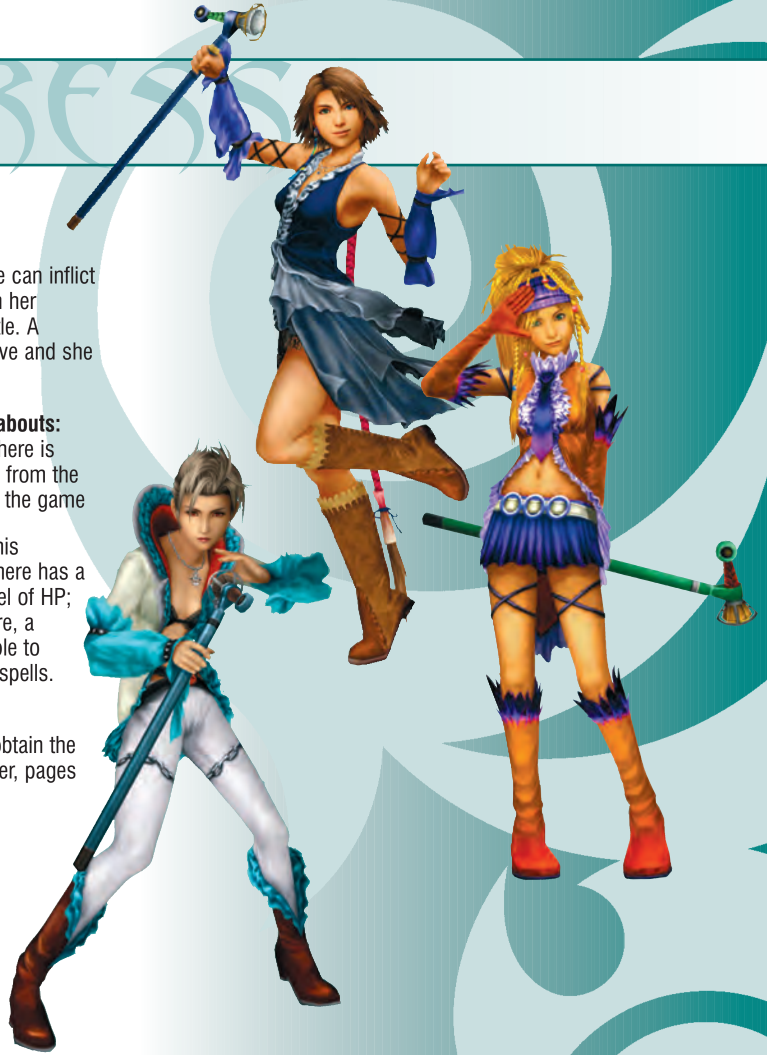
AP to learn all abilities: 740

Whereabouts: Dressphere is present from the start of the game

Info: This dressphere has a low level of HP; therefore, a Songstress should only be used if the enemy is particularly vulnerable to her dancing. If her voice fails, a Songstress loses her ability to cast spells. Therefore, she should be protected against Silence.

Secret: To master MP Mambo and Magical Masque you must first obtain the Book of Magical Dances I and II in Chapter 5 (see the Secrets chapter, pages 192 and 194).

Important: Sleepy Shuffle, Cantus Firmus, Jitterbug, Darkness Dance, Magical Masque



Darkness Dance						-	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Darkness on all opponents, as long as the Songstress is dancing							

MP Mambo						20	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
None of the party members' attacks consume any MP as long as the Songstress is dancing							

Sleepy Shuffle						80	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Sleep on all opponents as long as the Songstress is dancing							

Slow Dance						60	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Slow on all opponents as long as the Songstress is dancing							

Jitterbug						120	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Casts Haste on all party members as long as the Songstress is dancing							

Battle Cry						10	4
Category	Sing	Strength	-	Critical Hit	-	Accuracy	*
Strength Up for all party members							

Esoteric Melody						10	4
Category	Sing	Strength	-	Critical Hit	-	Accuracy	*
Magic Up for all party members							

Perfect Pitch						10	4
Category	Sing	Strength	-	Critical Hit	-	Accuracy	*
Accuracy Up for all party members							

Samba of Silence						20	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Silence on all opponents as long as the Songstress is dancing							

Magical Masque						20	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Party is protected against magic attacks as long as the Songstress is dancing							

Carnival Cancan						80	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Doubles all party members' HP as long as the Songstress is dancing. Restores HP by 1/4 of the maximum value							

Brakedance						120	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Stop on all opponents as long as the Songstress is dancing							

Dirty Dancing						160	-
Category	Dance	Strength	-	Critical Hit	-	Accuracy	*
Attacks of all party members become Critical Hits as long as the Sonstress is dancing							

Cantus Firmus						10	4
Category	Sing	Strength	-	Critical Hit	-	Accuracy	*
Defence Up for all party members							

Disenchant						10	4
Category	Sing	Strength	-	Critical Hit	-	Accuracy	*
Magic Def. Up for all party members							

Matador's Song						10	4
Category	Sing	Strength	-	Critical Hit	-	Accuracy	*
Evasion Up for all party members							

GUNNER

The rapid-fire Trigger Happy and instantaneous Gunplay make this dressphere a sure shot!

Pistols are the weapon of choice for a Gunner. Rapid attacks are her speciality, but due to her relative lack of Strength, fewer powerful attacks are to be expected from a Gunner. However, swift attacks with 100% accuracy make the Gunner a formidable combatant.

Attributes											
HP	■	■	□	□	□	MP	■	□	□	□	□
Strength	■	■	□	□	□	Magic	■	□	□	□	□
Defence	■	■	□	□	□	Magic Def.	■	■	□	□	□
Agility	■	■	■	□	□	Accuracy	■	■	■	■	■
Evasion	■	■	□	□	□	Luck	■	■	■	■	□

AP to learn all abilities: 800

Whereabouts: Dressphere is present from the start of the game

Info: You can compensate for the Gunner's Strength deficit by equipping accessories or by using an appropriate Garment Grid. A Gunner can keep an opponent at arm's length with continuous volleys, interrupt their preparation phase and ensure powerful Chain attacks using Trigger Happy. This will also enable the Gunner's comrades to score high damage bonuses for powerful attacks.

To collect lots of AP, you must employ numerous techniques without finishing off your opponent – no problem for your Gunner. For example, only fire one shot only using Trigger Happy or use Target MP frequently.

Important: Scatterburst, Trigger Happy Lv. 3, Darkproof, Sleepproof

ATTACK						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%

Deals physical damage to one opponent

POTSHOT						20	8
Category	Gunplay	Strength	125	Critical Hit	✓	Accuracy	%

Deals physical damage to one opponent

ENCHANTED AMMO						30	8
Category	Gunplay	Strength	125	Critical Hit	✓	Accuracy	%

Deals magic damage to one opponent

QUARTER POUNDER						30	8
Category	Gunplay	Strength	-	Critical Hit	✓	Accuracy	%

Decreases the HP of one opponent by 1/4 of the current value

BURST SHOT						60	12
Category	Gunplay	Strength	100	Critical Hit	✓	Accuracy	%

Physical attack. Critical Hit is guaranteed

SCATTERSHOT						80	8
Category	Gunplay	Strength	125	Critical Hit	✓	Accuracy	%

Physical attack on all opponents

DARKPROOF						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Guards against Darkness

TRIGGER HAPPY LV. 2						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Trigger Happy time increased to 2.2 seconds

TRIGGER HAPPY						-	-
Category	Command	Strength	13 x ?	Critical Hit	-	Accuracy	*

Every time you press R1 during a 1.8 second period, a shot will be fired

CHEAP SHOT						30	8
Category	Gunplay	Strength	100	Critical Hit	✓	Accuracy	%

Deals physical damage to one opponent.
The damage is not reduced by their Defence statistic

TARGET MP						30	8
Category	Gunplay	Strength	38	Critical Hit	-	Accuracy	%

Reduces the MP of one opponent

ON THE LEVEL						40	12
Category	Gunplay	Strength	-	Critical Hit	-	Accuracy	%

Deals damage to one opponent equivalent to 16 times the party member's level

TABLETURNER						60	8
Category	Gunplay	Strength	138	Critical Hit	✓	Accuracy	%

Physical attack. The higher the Defence statistic of the opponent, the higher the damage

SCATTERBURST						120	36
Category	Gunplay	Strength	100	Critical Hit	✓	Accuracy	%

Physical attack on all opponents. Critical Hit is guaranteed

SLEEPPROOF						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Guards against Sleep

TRIGGER HAPPY LV. 3						150	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Trigger Happy time increased to 2.6 seconds

BLACK MAGE

Wield the four major elements!
Devastate enemies with Black Magic.

The Black Mage is a mistress of magic attacks. She casts magic spells that harness the power of the four primary elements. A Black Mage possesses high Magic and Magic Def. levels. She is, however, acutely vulnerable to physical attacks.

Whereabouts: Mt. Gagazet. Complete the Floating Ruins mission in Chapter 1 and then talk to Shinra (see page 59) in the Airship.

Attributes											
HP	■	□	□	□	□	MP	■	■	■	■	□
Strength	■	□	□	□	□	Magic	■	■	■	■	■
Defence	■	□	□	□	□	Magic Def.	■	■	■	■	■
Agility	■	■	■	□	□	Accuracy	■	□	□	□	□
Evasion	■	■	□	□	□	Luck	■	■	□	□	□

AP to learn all abilities: 680

Info: When using the Black Mage dressphere, you should try and be aware of the strengths and weaknesses of your opponents. A quick look through the Monsters chapter (see pages 119 to 153) is a useful tactic when preparing for a big battle. If you get the timing right, you can use magic to produce a devastating effect at the end of a Chain attack. The accessory Wring reduces the preparation time for Black Magic to 0. Black Magic Lv. 3 reduces it by 50%.

Earn extra AP by absorbing MP from your enemies with MP Absorb until the opponent is completely drained of magic. This is also a good way to replenish the Black Mage's MP during battle.

Important: Firaga, MP Absorb, Black Magic Lv. 3, Focus

Fire						-	4
Category	Black Magic	Strength	50	Critical Hit	-	Accuracy	*
Deals slight Fire damage to one or all opponents							

Thunder						-	4
Category	Black Magic	Strength	50	Critical Hit	-	Accuracy	*
Deals slight Lightning damage to one or all opponents							

Fira						40	12
Category	Black Magic	Strength	81	Critical Hit	-	Accuracy	*
Deals moderate Fire damage to one or all opponents							

Thundara						40	12
Category	Black Magic	Strength	81	Critical Hit	-	Accuracy	*
Deals moderate Lightning damage to one or all opponents							

Firaga						100	24
Category	Black Magic	Strength	131	Critical Hit	-	Accuracy	*
Deals heavy Fire damage to one or all opponents							

Thundaga						100	24
Category	Black Magic	Strength	131	Critical Hit	-	Accuracy	*
Deals heavy Lightning damage to one or all opponents							

Focus						10	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Magic Up for the Black Mage							

Black Magic Lv. 2						40	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Black Magic preparation time reduced by 30%							

Blizzard						-	4
Category	Black Magic	Strength	50	Critical Hit	-	Accuracy	*
Deals slight Ice damage to one or all opponents							

Water						-	4
Category	Black Magic	Strength	50	Critical Hit	-	Accuracy	*
Deals slight Water damage to one or all opponents							

Blizzara						40	12
Category	Black Magic	Strength	81	Critical Hit	-	Accuracy	*
Deals moderate Ice damage to one or all opponents							

Watera						40	12
Category	Black Magic	Strength	81	Critical Hit	-	Accuracy	*
Deals moderate Water damage to one or all opponents							

Blizzaga						100	24
Category	Black Magic	Strength	131	Critical Hit	-	Accuracy	*
Deals heavy Ice damage to one or all opponents							

Waterga						100	24
Category	Black Magic	Strength	131	Critical Hit	-	Accuracy	*
Deals heavy Water damage to one or all opponents							

MP Absorb						10	-
Category	Command	Strength	19	Critical Hit	-	Accuracy	*
Transfers some of opponent's MP to the Black Mage							

Black Magic Lv. 3						60	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Black Magic preparation time reduced by 50%							

WHITE MAGE

Heal and support your allies. Don't white this one off, folks!

The primary task of a White Mage is to heal her companions and support them with positive spell effects. Although the reviving of comrades and the curing of status ailments such as Poison and Petrification is also possible with Items, a fast and competent White Mage can often be a valuable asset in battle.

Whereabouts: Besaid Island. Complete the mission Where's Wakka in Chapter 1 (see page 62).

Attributes											
HP	■	□	□	□	□	**MP**	■	■	■	□	□
Strength	■	□	□	□	□	**Magic**	■	■	■	■	□
Defence	■	□	□	□	□	**Magic Def.**	■	■	■	■	■
Agility	■	■	■	□	□	**Accuracy**	■	□	□	□	□
Evasion	■	■	□	□	□	**Luck**	■	■	□	□	□

AP to learn all abilities: 730

Info: A White Mage who masters White Magic Lv. 3 will be able to react to emergency situations in a flash. Curative magic can be used to heal all three characters at once. One word of warning: Shell halves not only the effect of an opponent's magic attacks, but also of restorative magic such as Cure.

By continually using Pray and Vigour, you can earn lots of extra AP. You will, however, not earn any AP if all party members' HP is at maximum or if you heal an opponent.

Important: Life, Curaga, Esuna, White Magic Lv. 3

Pray
- | -

Category	Strength	Critical Hit	Accuracy
Command	50	-	*

Restores some HP to all party members

Cure
- | 4

Category	Strength	Critical Hit	Accuracy
White Magic	138	-	*

Restores HP to one or all party members (weak)

Curaga
80 | 20

Category	Strength	Critical Hit	Accuracy
White Magic	238	-	*

Restores HP to one or all party members (strong)

Esuna
20 | 10

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

Cures Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Pointless, Itchy, Slow and Stop

Life
30 | 18

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

Revives character from KO. Half maximum HP is restored

Shell
30 | 10

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

Casts Shell. Magic attack damage halved

Reflect
30 | 14

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

Casts Reflect on all party members.
Opponent's magic spells will be reflected back at them

White Magic Lv. 2
40 | -

Category	Strength	Critical Hit	Accuracy
Auto-Ability	-	-	-

Preparation time for White Magic reduced by 30%

Vigour
20 | -

Category	Strength	Critical Hit	Accuracy
Command	-	-	*

Revives White Mage by 50% of her maximum HP

Cura
40 | 10

Category	Strength	Critical Hit	Accuracy
White Magic	194	-	*

Restores HP to one or all party members (moderate)

Regen
80 | 40

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

HP is regenerated regularly by 3% of the maximum HP

Dispel
30 | 12

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

Dispels Shell, Protect, Reflect, Regen, Haste and Auto-Life. Occurs automatically after KO and after the use of Spellspring (no MP consumed)

Full-Life
160 | 60

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

Revives character from KO. HP completely restored

Protect
30 | 12

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

Casts Protect. Physical attack damage halved

Full-Cure
80 | 99

Category	Strength	Critical Hit	Accuracy
White Magic	-	-	*

Cures status ailments as with Esuna, and completely restores HP

White Magic Lv. 3
60 | -

Category	Strength	Critical Hit	Accuracy
Auto-Ability	-	-	-

Preparation time for White Magic reduced by 50%

GUN MAGE

Learn the traits and abilities of your opponents. It's a blast!

Studying enemy abilities is the passion of every Gun Mage. But she's no bookworm! The knowledge they crave can only be gained by first-hand battle experience. It is even possible for a Gun Mage to borrow, learn and employ certain Monster abilities.

Whereabouts: Moonflow. Complete the Guard the Hypello mission in Moonflow in Chapter 1 (see page 161), or sell at least six tickets during Sell Those Tickets in Chapter 2 (see page 172).

Attributes											
HP	■	□	□	□	□	MP	■	■	■	□	□
Strength	■	■	■	□	□	Magic	■	■	■	■	□
Defence	■	■	□	□	□	Magic Def.	■	■	■	■	□
Agility	■	■	■	■	□	Accuracy	■	■	■	■	□
Evasion	■	□	□	□	□	Luck	■	■	□	□	□

AP to learn all abilities: 350

Info: To capitalise on Fiend Hunter attacks, you must always pay attention to the kind of opponent you are facing. Scan helps you do this, but your Gun Mage will not earn any AP by using this ability. Take a look at the more detailed information in the Monsters chapter (see pages 119 to 153) to learn more. Scan is a very useful tool when you want to find out an opponent's current HP level during battle.

The Gun Mage dressphere becomes especially interesting when Blue Bullet abilities have been learned.

Important: Mech Destroyer, Fiend Hunter Lv. 2, Blue Bullet: Mighty Guard, Scan Lv. 3

Attack						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	*
Deals physical damage to one opponent							

Scan						-	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Analyses one opponent: Name, Classification (Type), HP and MP (current /max), elemental features, immunities, special actions							

Anti-Aircraft						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Flurry or Wasp type							

Flan Eater						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Flan type							

Killasaurus						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Reptile type							

Dismantler						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Machina type							

Demon Muzzle						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Imp or Evil Eye type							

Scan Lv. 2						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	%
A Scan analysis permits you to zoom in and rotate the opponent							

Blue Bullet						-	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Displays the list of Blue Bullet attacks (see Blue Bullet table)							

Shell Cracker						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Helm type							

Silver Bullet						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Lupine type							

Elementillery						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Elemental type							

Drake Slayer						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Drake type							

Mech Destroyer						20	3
Category	Fiend Hunter	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack dealing 4x damage to one opponent of the Mech type							

Fiend Hunter Lv. 2						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	%
Preparation time for Fiend Hunter attacks reduced by 40%							

Scan Lv. 3						100	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	%
Analysis of party member possible using Scan							

Blue Bullet Abilities

Apart from her normal abilities, a Gun Mage can acquire 16 additional special techniques from her opponents. These Blue Bullet abilities are not learned by means of AP, but instead, the Gun Mage herself must be hit by the relevant attack. One risky way to achieve this is to use the Escape Comand for the other two party members, leaving the Gun Mage behind to battle alone to prevent rarely used attacks targetting her comrades. Of course, there is no reason why you can't equip several party members with this dressphere at the same time.

Fire Breath						-	28
Category	Blue Bullet	Strength	238	Critical Hit	-	Accuracy	*
Deals Fire damage to all opponents							

Stone Breath						-	32
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Petrification on all opponents							

White Wind						-	16
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Restores HP of all party members by 3/8 of their maximum HP. Cures Sleep, Silence, Darkness, Poison, Confusion and Berserk							

Mighty Guard						-	32
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Casts Shell and Protect on all party members							

Cry in the Night						-	80
Category	Blue Bullet	Strength	500	Critical Hit	-	Accuracy	*
Deals damage to all opponents							

Mortar						-	99
Category	Blue Bullet	Strength	300	Critical Hit	-	Accuracy	*
Deals damage to all opponents; the damage is not reduced by their Defence statistics							

Heaven's Cataract						-	22
Category	Blue Bullet	Strength	213	Critical Hit	-	Accuracy	*
Deals damage to all opponents. Inflicts Defence Down and Magic Def. Down							

Storm Cannon						-	38
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Deals damage to all opponents equivalent to 30 times the Gun Mage's level							

Seed Cannon						-	28
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Deals damage to one opponent equivalent to 3/8 of their maximum HP							

Absorb						-	3
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Absorbs opponent's HP and MP and transfers it to Gun Mage							

Bad Breath						-	64
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Sleep, Silence, Darkness, Poison, Confusion, Berserk and Slow on all opponents							

Supernova						-	70
Category	Blue Bullet	Strength	406	Critical Hit	-	Accuracy	*
Deals damage to all opponents							

Drill Shot						-	32
Category	Blue Bullet	Strength	200	Critical Hit	-	Accuracy	*
Deals damage to all opponents							

Annihilator						-	48
Category	Blue Bullet	Strength	375	Critical Hit	-	Accuracy	*
Deals damage to all opponents; the damage is not reduced by their Magic Def.							

1000 Needles						-	24
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Deals 1000 damage points to one opponent							

Blaster						-	30
Category	Blue Bullet	Strength	-	Critical Hit	-	Accuracy	*
Deals damage to one opponent equivalent to 15/16 of current HP							

Enemies and Their Whereabouts

The table to the right tells you which fiends you can learn each ability from, whereabouts in Spira you can find them, and in which chapter of the game. Most opponents do not use the desired abilities when they are in the Oversoul state, but there are some exceptions to this rule.

It is not always enough to simply be in the right place at the right time.

White Wind, Mighty Guard: a monster will not use these defensive abilities voluntarily on your party, so you will have to lend a helping hand by inflicting Confuse on your enemy. To do this, use the relevant Dark Knight ability, or Full Throttle's Fright. Alternatively, you can use the accessory Chaos Shock or the Garment Grid Raging Giant.

Drill Shot: If you attack ten times, Baralai will unleash this attack.

Storm Cannon: Beware, this attack costs all party members 1150 HP!

Cry in the Night: Can only be learned from Mega Tonberry in the Oversoul state.

Annihilator: A very strong ability which is only used by Experiment if it has been repaired by the relevant key items five times (see page 194).

Ability	Opponent	Location	Chapter
Fire Breath	Balivarha [1]	Moonflow	3, 4, 5
Seed Cannon	Leucophylla [1]	Calm Lands	3, 5
	Cephalotus [1]	Besaid Island	3, 5
Stone Breath	Tomb	Djose Temple	3, 5
	Monolith	Road to the Farplane	5
	Dolmen	Besaid Island	5
	Epitaph	Fiend Colony	5
Absorb	Protochimera	Kilika Woods	1, 2, 3, 5
	Haizhe	Macalania Woods	1, 2, 5
	Baralai	Bevelle, Den of Woe	2, 5
	Flan Azabache	Via Infinito	5
	Jahi, Sindy, Vegnagun (Bulkwark)	Road to the Farplane	5
White Wind	Bully Cap	Mushroom Rock Road	1, 2, 5
	Couerl	Besaid Island	1, 2, 5
	Ms. Goon	Zanarkand Dome	1
	Mycotoxin	Mi'ihen Highroad	3, 5
	Queen Couerl	Besaid Island	2, 3, 5
Bad Breath	Malboro [1]	Besaid Island	3, 4, 5
	Great Malboro	Heart of the Farplane	5
Mighty Guard	Haizhe	Macalania Woods	1, 2, 5
	Garik Ronso	Mt. Gagazet	3
Supernova	Ultima Weapon	Calm Lands: Ruin Depths	5
	Paragon [1]	Via Infinito	5
Cry In The Night	Mega Tonberry [2]	Via Infinito	5
Drill Shot	Baralai	Bevelle, Den of Woe	2, 5
Mortar	Gippal	Den of Woe	5
Annihilator	Experiment	Djose Temple	5
Heaven's Cataract	Kukulcan	Bevelle	2, 5
	Gucumatz	Thunder Plains	3, 5
	Chac	Via Infinito	5
1000 Needles	Cactuar [1]	Cactuar Hollow	5
Storm Cannon	Ironside [1]	Kilika Woods	3, 4, 5
Blaster	Couerl [1]	Besaid Island	1, 2, 5
	Queen Couerl	Besaid Island	2, 3, 5

[1] Also possible in the Oversoul state [2] Only possible in the Oversoul state

ALCHEMIST

Mix up a deadly surprise.
You'll be the hottest item around!

The Alchemist can do things with items which others can only dream of. The attributes of an Alchemist are rather unimpressive, but that doesn't really matter when using items.

Whereabouts: Calm Lands. Make sure that Clasco can open his Chocobo Ranch in Chapters 2, 3 or 5 (see page 175).

Attributes			
HP	■□□□□	**MP**	■□□□□
Strength	■■□□□	**Magic**	■□□□□
Defence	■■□□□	**Magic Def.**	■□□□□
Agility	■■■□□	**Accuracy**	■■■■□
Evasion	■□□□□	**Luck**	■■■□□

AP to learn all abilities: 2249

Info: An Alchemist can use various items with the Stash command. Stash items do not come from your stock in the Items menu, instead, they are conjured up out of nothing. The main disadvantage is the long time it takes to prepare them. Item Lv. 2 and Chemist have no influence on the Stash function. Note: Elementalist will appear when Chemist and Physicist have been learned.

The Mix command is the Alchemist's main tool. Use it to combine two items from the inventory. The resulting concoction will have unique special effects. Thousands of different combinations are possible.

Important: Mega-Potion, Ether, Item Lv. 2, Mix

ATTACK						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%

Deals physical damage to one opponent

POTION						10	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Potion to restore 200 HP to one party member

MEGA-POTION						120	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Mega-Potion to restore 2000 HP to all party members

REMEDY						20	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Remedy to cure status ailments

PHOENIX DOWN						30	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Phoenix Down to revive one party member from KO and restore 25% of their maximum HP

ETHER						400	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Ether to restore 100 MP

ITEMS LV. 2						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Preparation time for the Items Main Command is reduced to 1/5 (does not apply to Stash)

ELEMENTALIST						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Doubles the effect of elemental items (e.g. Bomb Core, Fire Gem, Electro Marble etc.)

MIX						-	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*

Two items are combined to produce a special effect

HI-POTION						40	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Hi-Potion to restore 1000 HP to one party member

X-POTION						160	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare X-Potion to completely restore one party member's HP

DISPEL TONIC						20	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Dispel Tonic to dispel the effects of Shell, Haste, Auto-Life, Protect, Reflect, Regen and Spellspring (no MP consumed during battle)

MEGA PHOENIX						200	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Mega Phoenix to revive all party members from KO and restore 25% of their maximum HP

ELIXIR						999	-
Category	Stash	Strength	-	Critical Hit	-	Accuracy	*

Uses a spare Elixir to restore one party member's HP and MP

CHEMIST						40	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

The effect of curative items is doubled. Does not apply to Stash

PHYSICIST						100	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Doubles the effect of non-elemental items

DARK KNIGHT

**Attack with Arcana and Darkness.
Say night-night to those pesky fiends!**

A swordswoman with the power of darkness. Remarkable offensive and defensive properties as well as a host of protective Auto-Abilities make a Dark Knight a reliable comrade in any battle – or a formidable opponent, depending on which side you're on. However, when it comes to speed, a Dark Knight is near the back of the queue.

Whereabouts: Bevelle. In a treasure chest in the Labyrinth (Map 11-20) which can be reached in Chapters 2, 3 or 5 (see page 85).

Attributes											
HP	■	■	■	■	□	**MP**	■	■	■	■	□
Strength	■	■	■	■	■	**Magic**	■	■	■	□	□
Defence	■	■	■	■	■	**Magic Def.**	■	■	■	■	□
Agility	■	□	□	□	□	**Accuracy**	■	■	□	□	□
Evasion	■	□	□	□	□	**Luck**	■	■	□	□	□

AP to learn all abilities: 490

Info: A wide spectrum of status changes can be inflicted on the opponent and the accompanying Auto-Abilities ensure all-round protection. With the Darkness ability, you can inflict heavy damage on all opponents but the Dark Knight herself loses HP in the process. Continuous healing is, therefore necessary to protect the Dark Knight.

To earn lots of AP quickly, look for an opponent who is vulnerable to Demi. You cannot defeat the opponent completely with this so once the attack is no longer causing damage, and therefore yielding no more AP, cure your opponent and start all over again.

Important: Dark Sky, Stoneproof, Deathproof, Darkness

ATTACK						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%

Deals physical damage to one opponent

DRAIN						20	8
Category	Arcana	Strength	75	Critical Hit	-	Accuracy	*

Transfers some of the opponent's HP to the Dark Knight

CONFUSE						30	12
Category	Arcana	Strength	-	Critical Hit	-	Accuracy	*

Inflicts Confusion

BIO						30	16
Category	Arcana	Strength	-	Critical Hit	-	Accuracy	*

Inflicts Poison

DEATH						50	24
Category	Arcana	Strength	-	Critical Hit	-	Accuracy	*

Inflicts Death. If successful, opponent is KO'd immediately

CHARON						20	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*

Deals damage equivalent to twice the party member's maximum HP. The Dark Knight is KO'd and vanishes from the battleground. She does not gain any EXP

STONEPROOF						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Guards against Petrification

CURSEPROOF						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Guards against Curse

DARKNESS						-	-
Category	Command	Strength	125	Critical Hit	-	Accuracy	*

Deals physical damage to all opponents. The damage is not reduced by their Defence statistic. Uses 1/8 of the maximum HP

DEMI						20	10
Category	Arcana	Strength	-	Critical Hit	-	Accuracy	*

Gravity damage reduces HP of all opponents by 25%

BREAK						40	20
Category	Arcana	Strength	-	Critical Hit	-	Accuracy	*

Inflicts Petrification

DOOM						20	18
Category	Arcana	Strength	-	Critical Hit	-	Accuracy	*

Inflicts Doom. After a countdown, opponent is KO'd

BLACK SKY						100	80
Category	Arcana	Strength	38 x 10	Critical Hit	-	Accuracy	*

Ten physical attacks on randomly selected targets

POISONPROOF						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Guards against Poison

CONFUSEPROOF						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Guards against Confusion

DEATHPROOF						40	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Guards against Death

BERSERKER

Wield brute force to reign supreme in battle. Unleash the beast within!

A Berserker fights without weapons. Whoever uses this dressphere must have a playful disregard for the value of peaceful compromise, and a soul that unremittingly compels them to seek the thrilling carnage of the battlefield. A Berserker's attack power is unusually high, as is her speed. But if you want to deal out blows you must also be able to take them, and a low Defence makes the Berserker vulnerable.

Whereabouts: Macalania. You must successfully complete the mission Protect the Agency in Chapter 3 (see page 178).

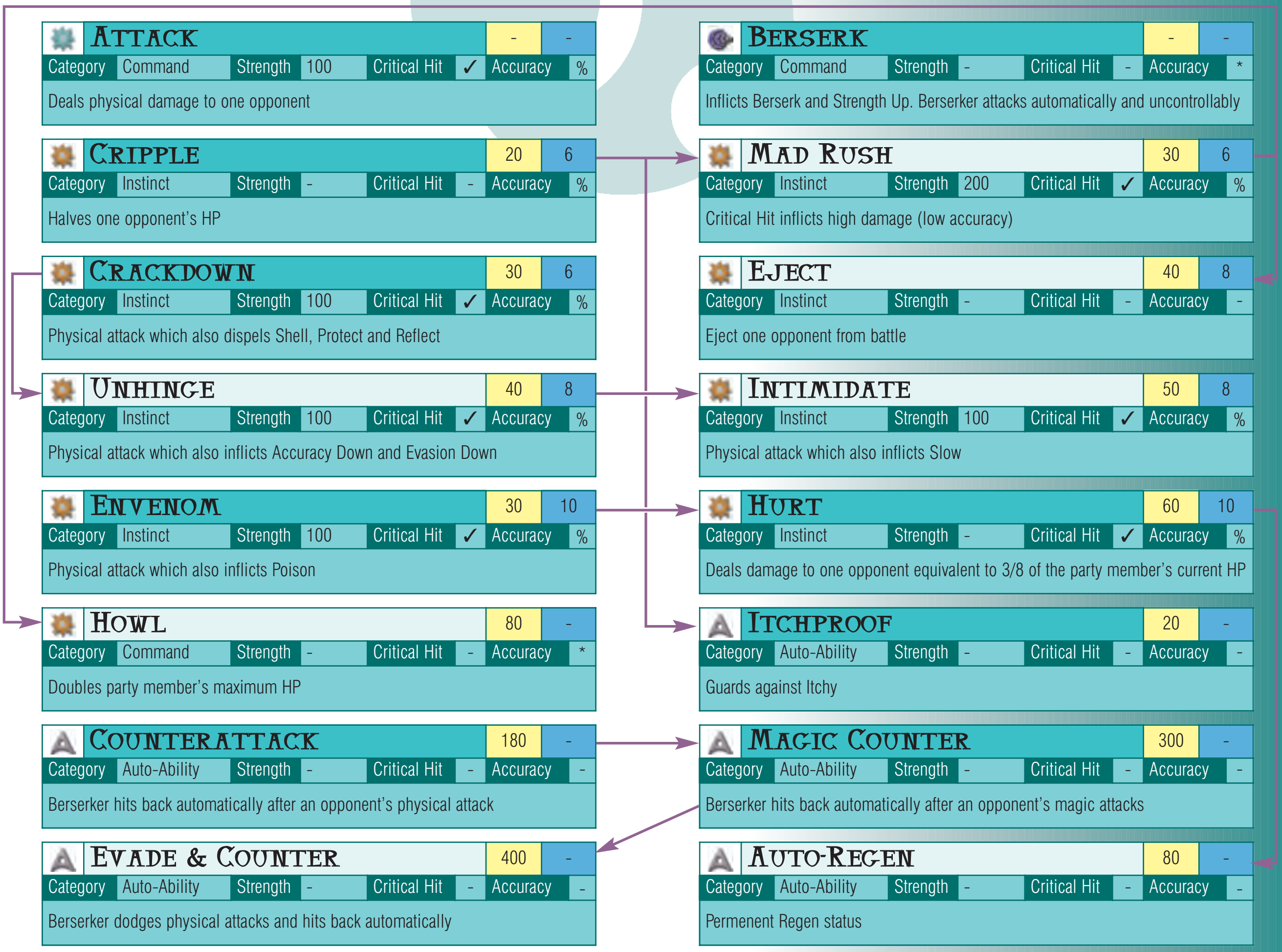
Attributes											
HP	■	■	■	■	□	**MP**	■	□	□	□	□
Strength	■	■	■	■	■	**Magic**	■	□	□	□	□
Defence	■	□	□	□	□	**Magic Def.**	■	□	□	□	□
Agility	■	■	■	■	■	**Accuracy**	■	■	□	□	□
Evasion	■	■	■	■	□	**Luck**	■	■	■	□	□

AP to learn all abilities: 1360

Info: A Berserker should concentrate primarily on using physical Attacks. Save your MP for a rainy day and use Instinct abilities against stronger opponents. In long battles, it is worth increasing the maximum HP using Howl. Due to the loss of control when under its influence, the Berserk ability is a double-edged sword that must be treated with respect.

You can earn AP in a similar way to the method you use as a Dark Knight (described above), casting Cripple instead of Demi.

Important: Mad Rush, Howl, Evade & Counter, Berserk



Attack						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%

Deals physical damage to one opponent

Cripple						20	6
Category	Instinct	Strength	-	Critical Hit	-	Accuracy	%

Halves one opponent's HP

Crackdown						30	6
Category	Instinct	Strength	100	Critical Hit	✓	Accuracy	%

Physical attack which also dispels Shell, Protect and Reflect

Unhinge						40	8
Category	Instinct	Strength	100	Critical Hit	✓	Accuracy	%

Physical attack which also inflicts Accuracy Down and Evasion Down

Envenom						30	10
Category	Instinct	Strength	100	Critical Hit	✓	Accuracy	%

Physical attack which also inflicts Poison

Howl						80	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*

Doubles party member's maximum HP

Counterattack						180	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Berserker hits back automatically after an opponent's physical attack

Evade & Counter						400	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Berserker dodges physical attacks and hits back automatically

Berserk						-	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*

Inflicts Berserk and Strength Up. Berserker attacks automatically and uncontrollably

Mad Rush						30	6
Category	Instinct	Strength	200	Critical Hit	✓	Accuracy	%

Critical Hit inflicts high damage (low accuracy)

Eject						40	8
Category	Instinct	Strength	-	Critical Hit	-	Accuracy	-

Eject one opponent from battle

Intimidate						50	8
Category	Instinct	Strength	100	Critical Hit	✓	Accuracy	%

Physical attack which also inflicts Slow

Hurt						60	10
Category	Instinct	Strength	-	Critical Hit	✓	Accuracy	%

Deals damage to one opponent equivalent to 3/8 of the party member's current HP

Itchproof						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Guards against Itchy

Magic Counter						300	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Berserker hits back automatically after an opponent's magic attacks

Auto-Regen						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-

Permenent Regen status

LADY LUCK

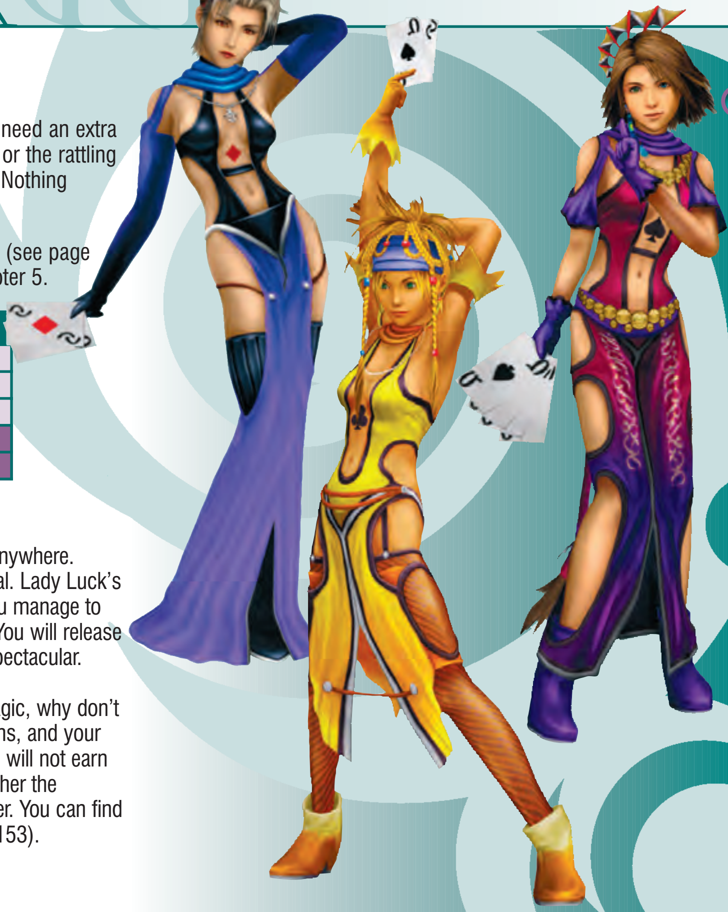
Dice with doom.
Tantalise your foes then leave them reeling!

If you want to be as successful as Lady Luck, you will need an extra helping of the latter. Enjoy the thrill when tumbling dice or the rattling reels of a slot machine decide the outcome of a battle. Nothing ventured, nothing gained! Good luck.

Whereabouts: Luca. Win the Sphere Break tournament (see page 178). Alternatively, beat Shinra at Sphere Break in Chapter 5.

Attributes											
HP	■	□	□	□	□	**MP**	■	■	■	□	□
Strength	■	■	□	□	□	**Magic**	■	■	□	□	□
Defence	■	□	□	□	□	**Magic Def.**	■	■	■	□	□
Agility	■	■	■	■	□	**Accuracy**	■	■	■	■	■
Evasion	■	■	□	□	□	**Luck**	■	■	■	■	■

AP to learn all abilities: 1030



Info: As a combatant, Lady Luck wouldn't normally get anywhere. However, you can change this with the Auto-Ability Critical. Lady Luck's other Auto-Abilities are equally impressive. Only when you manage to accurately stop the Reels will Lady Luck really let loose. You will release a colourful mixture of abilities, some of which are truly spectacular.

Bribe: Instead of always relying on physical force and magic, why don't you simply bribe fiends with gil? You may earn a few items, and your opponent will turn and run from battle. Unfortunately, you will not earn any EXP or AP. The following basic rule will apply: the higher the maximum HP of the opponent, the more gil you must offer. You can find further details in the Monsters chapter (see page 119 to 153).

Important: Random Reels, Critical, Double EXP, Bribe

ATTACK						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

BRIBE						40	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
One opponent is bribed with gil to leave battle and will give you items. See the Monsters chapter from page 119 to 153 for more details							

TWO DICE						20	4
Category	Gamble	Strength	-	Critical Hit	-	Accuracy	*
Deals damage to one opponent. Effectiveness depends on Lady Luck's level and on the random result of the dice roll							

FOUR DICE						100	8
Category	Gamble	Strength	-	Critical Hit	-	Accuracy	*
Deals damage to all opponents. Effectiveness depends on Lady Luck's level and on the random result of the dice roll							

ATTACK REELS						-	-
Category	Gamble	Strength	-	Critical Hit	-	Accuracy	-
Spin slots to deal physical damage. For details, see Game of Chance table							

MAGIC REELS						70	-
Category	Gamble	Strength	-	Critical Hit	-	Accuracy	-
Spin slots to deal magical damage. For details, see Game of Chance table							

ITEM REELS						80	-
Category	Gamble	Strength	-	Critical Hit	-	Accuracy	-
Spin slots to trigger various item skills. For details, see Game of Chance table							

RANDOM REELS						120	-
Category	Gamble	Strength	-	Critical Hit	-	Accuracy	-
Spin slots to trigger various skills. For details, see Game of Chance table							

LUCK						30	8
Category	Gamble	Strength	-	Critical Hit	-	Accuracy	*
Increases one party member's Luck							

FELICITY						40	8
Category	Gamble	Strength	-	Critical Hit	-	Accuracy	*
Increases all party members' Luck							

TANTALISE						60	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Confusion on all opponents							

CRITICAL						160	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
A normal attack is always a Critical Hit							

DOUBLE EXP						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Doubles EXP earned after battle							

SOS SPELLSPRING						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
No MP consumed in battle if HP falls below 1/3							

GILLIONAIRE						100	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Doubles gil earned							

DOUBLE ITEMS						100	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Doubles number of items earned							

LUCK OF THE DRAW: TWO DICE AND FOUR DICE

The number of attacks is determined by the sum of the spots on the dice thrown. Each hit deals damage equivalent to “the user’s level x2”. Of course, a Chain effect increases the damage with every hit. In the case of a doublet being rolled (i.e. the same numbers on both or all four dice), Lady Luck will add a damage bonus:

Two Dice: Twice the same number will increase double the damage. Snake Eyes (a pair of ones) means x20 damage.

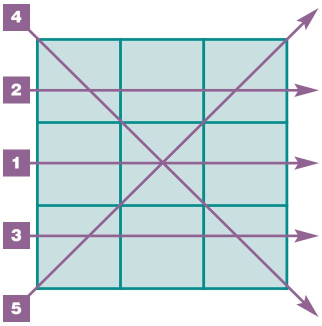
Four Dice: Four times the same number will quadruple the damage. Four ones means x100 damage for the opponent.

A SYSTEMATIC GAME OF CHANCE

When one of the four Reels abilities is activated, three rotating reels will appear on the screen. Set the ATB Mode to Wait in the Options menu, so that the fight doesn’t continue while you are still staring at the reels. Press ⊗ to stop each reel in turn.The corresponding effect will then be activated. There are five possibilities to match three identical symbols on the reels, and matching several rows of symbols will trigger the relevant attack for each one of them in the order of 1 to 5.

Below, you will find a description of the four Reels abilities. The three columns with symbols on the left-hand side tell you how the reels are composed. After 16 rows of symbols, the whole sequence will start from the top again. Next to the Display columns, you will see a list with eleven winning possibilities and their effects.

A row always starts from the left margin. A single cherry symbol in the left column already forms a “row”. If you don’t get any symbol, the result will be a Dud – and your entire group will lose HP as a result.



ATTACK REELS

Display			Name of Effect	Strength	Effect
7	7	7	Shin-Zantetsu	7777	Inflicts Death on all opponents
BAR	BAR	BAR	Excalibur	200	Deals Holy damage to one opponent
🍒	🍒	🍒	Cripple	-	Halves HP of one opponent
🗡	🗡	🗡	Delay Buster	113	Physical attack with added strong delay effect
⛑	⛑	⛑	Fireworks	150	Deals damage to all opponents. The damage is not reduced by their Defence statistic
✋	✋	✋	Intimidate	100	Physical attack which also inflicts Slow
🍒	🍒	—	Clean Slate	-	Restores one party member’s HP by 1/4 of the maximum and cures Silence, Darkness, Poison, Curse, Pointless and Slow
🗡	🗡	—	Power Break	113	Physical attack which also inflicts Strength Down
⛑	⛑	—	Magicide	50	Reduces one opponent’s MP
✋	✋	—	Eject	-	Eject one opponent from battle
🍒	—	—	Armour Break	113	Physical attack which also inflicts Defence Down
—	—	—	Dud	-	HP of all party members reduced by 75%

ITEM REELS

Display			Name of Effect	Strength	Effect
7	7	7	Megalixir+	-	Revives party member from KO. Restores HP and MP of all party members
BAR	BAR	BAR	Mighty Guard+	-	Casts Shell, Protect, Regen, Defence Up and Magic Def. Up on all party members
🍒	🍒	🍒	Supreme Gem	-	Deals 2343-2646 damage points to all opponents
🧪	🧪	🧪	Megalixir	-	Restores all HP (up to a maximum of 9999) and MP to all party members
🔵	🔵	🔵	Blessed Gem	-	Deals 281-317 Holy damage points to one opponent
🟢	🟢	🟢	Mighty Guard	-	Casts Shell and Protect on all party members
🍒	🍒	—	Mega-Ether	-	Restores the MP of all party members by 1/2 of the maximum MP
🧪	🧪	—	Ether	-	Restores 100 MP
🔵	🔵	—	L-Bomb	-	Deals 421-476 damage points to all opponents
🟢	🟢	—	Lunar Curtain+	-	Casts Shell on all party members
🍒	—	—	Light Curtain+	-	Casts Protect on all party members
—	—	—	Dud	-	HP of all party members reduced by 75%

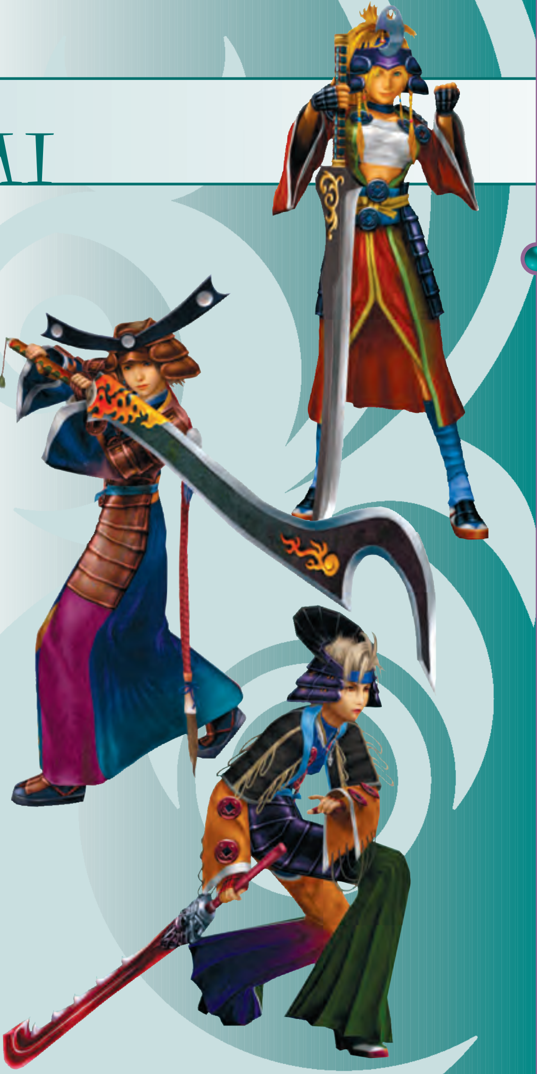
MAGIC REELS

Display			Name of Effect	Strength	Effect
7	7	7	Ultima	438	Deals non-elemental magic damage to all opponents
BAR	BAR	BAR	Black Sky	38 x 10	Deals physical damage x10. The target is selected randomly
🍒	🍒	🍒	Flare	344	Deals non-elemental magic damage to one opponent
💀	💀	💀	Demi	-	Gravity damage reduces HP of all opponents by 25%
🎩	🎩	🎩	Firaga	131	Strong Fire attack on all opponents
⚕	⚕	⚕	Auto-Life	-	Casts Auto-Life on one party member
🍒	🍒	—	Bio	-	Inflicts Poison on all opponents
💀	💀	—	Break	-	Inflicts Petrification
🎩	🎩	—	Thundara	81	Medium Lightning attack on all opponents
⚕	⚕	—	Esuna	-	Cures all status ailments
🍒	—	—	Cura	194	Restores HP of all party members
—	—	—	Dud	-	HP of all party members reduced by 75%

RANDOM REELS

Display			Name of Effect	Strength	Effect
7	7	7	CONGRATS!	-	All opponents are defeated immediately and leave behind plenty of gil (highest opponent level x640 up to x1275 Gil)
BAR	BAR	BAR	Mega-Potion	-	Restores 2000 HP to all party members
🍒	🍒	🍒	Blizzaga	131	Strong Ice attack on all opponents
🟣	🟣	🟣	Cry in the Night	500	Deals heavy magic damage to all opponents
🟤	🟤	🟤	Dark Matter	-	Deals 9375-9999 damage points to all opponents
⚔	⚔	⚔	Quartet Knife	125	Physical attack which also inflicts Strength Down, Defence Down, Magic Down and Magic Def. Down
🍒	🍒	—	Cure	138	Restores HP of party member
🟣	🟣	—	Mental Break	113	Physical attack which also causes Magic Def. Down
🟤	🟤	—	Primo Grenade	-	Deals 281-317 damage points to all opponents
⚔	⚔	—	Hi-Potion	-	Restores 1000 HP
🍒	—	—	Potion	-	Restores 200 HP
—	—	—	Dud	-	HP of all party members reduced by 75%

SAMURAI



If you like cuttin' a dash – Get your Bushido on!

You might have thought that a female Samurai was unusual enough, but this is merely one quirk amongst the many comprising this dressphere. Suffice to say, a modern Gullwing obviously doesn't rely on ancient swordplay skills alone, but has lots of wily tricks up her loose sleeves as well.

Whereabouts: Kilika. You will find the dressphere in Chapter 3 during the Pest Control mission in the Temple (see page 91). If you have not completed that mission, you can find it in the Temple in Chapter 5, in a treasure chest.

Info: A battered Samurai will become extremely dangerous once SOS Critical is activated. Due to the Samurai's low HP, additional protection using accessories or Protect magic is essential. You should also equip an item which increases the character's maximum MP so that you can use the Samurai's MP-hungry abilities more frequently during battle. An AP trick: only throw one gil at a time when using Spare Change.

Attributes											
HP	■	□	□	□	□	MP	■	■	□	□	□
Strength	■	■	■	■	□	Magic	■	■	□	□	□
Defence	■	■	□	□	□	Magic Def.	■	■	■	□	□
Agility	■	■	■	■	□	Accuracy	■	■	□	□	□
Evasion	■	■	■	■	□	Luck	■	■	■	□	□

AP to learn all abilities: 750

When using Spare Change, the damage dealt will depend on how many gil you use. The table below illustrates this:

Gil	Damage (HP)
100	73
1000	426
3659	1000
10000	1833
60402	3659
224382	9999
5255806	50000*
20842166	99999*

* Requires Break Dmg.Limit ability.

Important: Fireworks, No Fear, SOS Critical, Spare Change

ATTACK						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

MIRROR OF EQUITY						-	16
Category	Bushido	Strength	-	Critical Hit	-	Accuracy	%
Deals damage to one opponent. (Amount of damage = half the difference between current and maximum HP of the Samurai)							

DISMISSAL						30	10
Category	Bushido	Strength	125	Critical Hit	✓	Accuracy	%
Physical attack which also terminates the action of one opponent in its preparation phase							

SPARKLER						40	12
Category	Bushido	Strength	150	Critical Hit	✓	Accuracy	%
Deals damage to one opponent. The damage is not reduced by their Defence statistic							

MOMENTUM						60	10
Category	Bushido	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack. The damage depends on the number of opponents that the party member has already defeated throughout the course of the game. Each defeated opponent increases the damage done by 1 point							

NONPAREIL						20	10
Category	Bushido	Strength	-	Critical Hit	-	Accuracy	*
Strength Up and Accuracy Up for the Samurai							

CLEAN SLATE						40	16
Category	Bushido	Strength	-	Critical Hit	-	Accuracy	*
Restores party member's HP by 1/4 of the maximum value and cures Silence, Darkness, Poison, Curse, Pointless and Slow							

ZANTETSU						140	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
If successful, the opponent will be defeated instantly							

SPARE CHANGE						20	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Samurai hurls gil at one opponent to deal damage							

MAGICIDE						30	4
Category	Bushido	Strength	50	Critical Hit	✓	Accuracy	%
Reduces MP of one opponent							

FINGERSNAP						40	10
Category	Bushido	Strength	125	Critical Hit	✓	Accuracy	%
Physical attack which dispels attribute changes affecting the opponent (for example Strength Up or Magic Def. Down)							

FIREWORKS						60	18
Category	Bushido	Strength	150	Critical Hit	✓	Accuracy	%
Deals damage to all opponents; the damage is not reduced by their Defence statistic							

SHIN-ZANTETSU						100	32
Category	Bushido	Strength	-	Critical Hit	-	Accuracy	%
Inflicts Death on all opponents							

NO FEAR						30	12
Category	Bushido	Strength	-	Critical Hit	-	Accuracy	*
Casts Shell and Protect on Samurai							

HAYATE						60	20
Category	Bushido	Strength	-	Critical Hit	-	Accuracy	*
Casts Evasion Up and Haste on Samurai							

SOS CRITICAL						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
All attacks cause Critical Hits as soon as HP falls below 1/3							

TRAINER

Fight alongside your pet dog, monkey… or pheasant. Er… Good Hunting!

Lean back and make yourself comfortable. Let someone, or something, else do all the work for a change. Welcome to the easy life of a Trainer! Each Trainer sends her own pet, complete with its own set of abilities, into battle. Yuna brings along her dog Kogoro, Rikku her monkey Ghiki and Paine her pheasant Flurry.

All three Trainers can harness the herd instinct of their loyal companions. With Pound!, Swarm, Swarm! and Maulwings!, many more animals of the same species are called into the fray. However, before these abilities appear in the menu, a large amount of AP must be expended.

Secret: You can change the names of the pets. To do so, you must have selected "Rest" when visiting Barkeep in the Cabin at least once in every chapter. You can then talk to Brother in Chapter 5 and let him tell you his troubles. Afterwards, you can change the pets' names with Barkeep's help in the Cabin.

Whereabouts: Mt. Gagazet. You will obtain the dressphere in Chapter 3 from Kimahri once you have responded:

- "You have to learn to deal with these things."
- "You have to figure this out on your own."
- If you choose other replies, but have talked to the Ronso Elder three or more times, he will still give you the dressphere in Chapter 3.

Trainer Yuna

Attributes			
HP	■■■□□	**MP**	■■□□□
Strength	■■■□□	**Magic**	■■□□□
Defence	■■■□□	**Magic Def.**	■■□□□
Agility	■■■□□	**Accuracy**	■■□□□
Evasion	■■□□□	**Luck**	■■□□□

AP to learn all abilities: 870

Info: Both the abilities and attributes of the three trainers differ slightly. Many of Yuna and her dog Kogoro's abilities are influenced by her Strength level, so an extra boost using suitable equipment can't hurt. Thanks to the Half MP Cost and MP Stroll abilities, you won't have any problems with your MP supply.

Important: Dog Cure, Dog Strike, MP Stroll, HP Stroll

ATTACK						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

KOGORO BLAZE						-	4
Category	Kogoro	Strength	113	Critical Hit	✓	Accuracy	%
Deals Fire damage to one opponent and inflicts Darkness							

KOGORO SHOCK						40	4
Category	Kogoro	Strength	113	Critical Hit	✓	Accuracy	%
Deals Lightning damage to one opponent and inflicts Berserk							

KOGORO STRIKE						80	5
Category	Kogoro	Strength	-	Critical Hit	-	Accuracy	*
Ejects one opponent							

KOGORO CURE						30	10
Category	Kogoro	Strength	194	Critical Hit	-	Accuracy	*
Restores one party member's HP							

POUND PUPPIES!						100	24
Category	Kogoro	Strength	238	Critical Hit	✓	Accuracy	*
Deals heavy physical damage to one opponent							

HP STROLL						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
HP is restored while walking (not during battle, or when affected by KO or Petrification)							

KOGORO LV. 2						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Kogoro's preparation time reduced by 30%							

HOLY						-	18
Category	Kogoro	Strength	200	Critical Hit	✓	Accuracy	%
Deals Holy damage to one opponent and inflicts Darkness							

KOGORO FREEZE						40	4
Category	Kogoro	Strength	113	Critical Hit	✓	Accuracy	%
Deals Ice damage to one opponent and inflicts Stop							

KOGORO DELUGE						40	4
Category	Kogoro	Strength	113	Critical Hit	✓	Accuracy	%
Deals Water damage to one opponent and inflicts Sleep							

DOOM KOGORO						80	6
Category	Kogoro	Strength	113	Critical Hit	✓	Accuracy	%
Deals damage to one opponent and inflicts Doom							

KOGORO REMEDY						40	10
Category	Kogoro	Strength	-	Critical Hit	-	Accuracy	*
Cures status ailments							

HALF MP COST						200	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Halves amount of MP consumed							

MP STROLL						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
MP is restored while walking (not during battle, or when affected by KO or Petrification)							

KOGORO LV. 3						100	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Kogoro's preparation time reduced by 50%							

Trainer Rikku

Info: Rikku, as a Trainer, benefits from high Agility, but otherwise her abilities are rather mediocre. The attacks of her monkey pet do not inflict much damage. Instead, you should rely on status changes and boost HP and Defence by equipping suitable accessories. If you want to inject more 'oomph' into Ghiki's paws during battle, you can do so with Ghiki Cheer.
Important: Pesky Monkey, Bully Monkey, MP Stroll, HP Stroll

Attributes			
HP	■■□□□	**MP**	■■□□□
Strength	■■□□□	**Magic**	■■□□□
Defence	■■□□□	**Magic Def.**	■■□□□
Agility	■■■■□	**Accuracy**	■■□□□
Evasion	■■□□□	**Luck**	■■□□□

AP to learn all abilities: 870

Attack						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							
Ghiki Gouge						-	8
Category	Ghiki	Strength	75	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent and inflicts Darkness							
Mugger Ghiki						-	12
Category	Ghiki	Strength	75	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent while stealing an item							
Bully Ghiki						100	8
Category	Ghiki	Strength	75	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent and inflicts Delay. Enemy action is cancelled if it was in preparation time							
Ghiki Pep						30	10
Category	Ghiki	Strength	194	Critical Hit	-	Accuracy	*
Restores one party member's HP							
Swarm, Swarm!						100	24
Category	Ghiki	Strength	238	Critical Hit	✓	Accuracy	*
Deals heavy physical damage to one opponent							
HP Stroll						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
HP is restored while walking (not during battle, or when affected by KO or Petrification)							
Ghiki Lv. 2						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Ghiki's preparation time reduced by 30%							

Sneaky Ghiki						-	12
Category	Ghiki	Strength	75	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent while stealing gil							
Ghiki Gag						80	8
Category	Ghiki	Strength	75	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent and inflicts Silence							
Pesky Ghiki						100	8
Category	Ghiki	Strength	75	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent and inflicts Berserk							
Ghiki Meds						40	10
Category	Ghiki	Strength	-	Critical Hit	-	Accuracy	*
Cures status ailments							
Ghiki Cheer						-	12
Category	Ghiki	Strength	-	Critical Hit	-	Accuracy	*
Strength Up and Accuracy Up for party member							
Half MP Cost						200	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Halves amount of MP consumed							
MP Stroll						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
MP is restored while walking (not during battle, or when affected by KO or Petrification)							
Ghiki Lv. 3						100	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Ghiki's preparation time reduced by 50%							

Trainer Paine

Info: Flurry can inflict Petrification, Death and Eject and can therefore defeat vulnerable opponents with a single attack, so you should ascertain beforehand which status ailments your opponent is weak against. As with all of the Gullwings' pets, Flurry has a healing ability, which restores party members' HP.

Important: Stone Bird, Bird Guard, MP Stroll, HP Stroll

Attributes			
HP	■■□□□	**MP**	■■□□□
Strength	■■■□□	**Magic**	■■□□□
Defence	■■■□□	**Magic Def.**	■■□□□
Agility	■■■■□	**Accuracy**	■■■□□
Evasion	■■□□□	**Luck**	■■■□□

AP to learn all abilities: 900

Attack						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							
Poison Flurry						40	4
Category	Flurry	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent and inflicts Poison							
Death Flurry						60	20
Category	Flurry	Strength	-	Critical Hit	-	Accuracy	%
Inflicts Death on one opponent							
Flurry Speed						60	10
Category	Flurry	Strength	125	Critical Hit	-	Accuracy	*
Restores one party member's HP and casts Haste							
HP Flurry						-	10
Category	Flurry	Strength	194	Critical Hit	-	Accuracy	*
Restores some HP to all party members							
Maulwings!						100	24
Category	Flurry	Strength	238	Critical Hit	-	Accuracy	*
Deals heavy physical damage to one opponent							
HP Stroll						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
HP is restored while walking (not during battle, or when affected by KO or Petrification)							
Flurry Lv. 2						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Flurry's preparation time reduced by 30%							

Carrier Flurry						-	8
Category	Flurry	Strength	-	Critical Hit	-	Accuracy	*
If successful, one opponent will be ejected from battle							
Stone Flurry						60	16
Category	Flurry	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent and inflicts Petrification							
Flurry Guard						60	10
Category	Flurry	Strength	125	Critical Hit	-	Accuracy	*
Restores one party member's HP and casts Protect							
Flurry Shield						60	10
Category	Flurry	Strength	125	Critical Hit	-	Accuracy	*
Restores one party member's HP and casts Shell							
Recovery Flurry						40	10
Category	Flurry	Strength	-	Critical Hit	-	Accuracy	*
Cures status ailments							
Half MP Cost						200	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Halves amount of MP consumed							
MP Stroll						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
MP is restored while walking (not during battle, or when affected by KO or Petrification)							
Flurry Lv. 3						100	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Flurry's preparation time reduced by 50%							

MASCOT

Become a lethal cuddly toy! Annihilate the enemy... or die of embarrassment.

These costumes are the pride and joy of the Gullwings... or maybe not. Nevertheless, do not be fooled by their comical appearance. Mascots pack a hefty punch having, as they do, the highest attributes of all the dressphere users. And that's not all: as Moogle, Cait Sith or Tonberry, you can also use abilities that you learned from other dresspheres.

Whereabouts: The Celsius. If you manage to earn the "Episode Complete" message for all Chapter 5 locations, Brother will present this special dressphere to his Gullwings.

Mascot Yuna

Attributes			
HP	■■■■■	MP	■■■■■
Strength	■■■■□	Magic	■■■■■
Defence	■■■■■	Magic Def.	■■■■■
Agility	■■■■■	Accuracy	■■■■■
Evasion	■■■■□	Luck	■■■■□

AP to learn all abilities: 1599

Info: The outstanding attributes of Mascots can be improved further by equipping accessories. The most obvious attribute to boost would be Strength. A particularly powerful attack is Moogle Beam, which consumes 99 MP each time it is used. When Yuna reaches Level 65, for instance, the attack breaks the 10,000 barrier. That's when Break Dmg. Limit comes in useful.

Tip: With Swordplay and Arcana, Mascot Yuna can use the abilities that she learned as a Warrior and Dark Knight. Therefore, it makes sense to have Yuna use these dresspheres frequently in order to learn the abilities.

Secret: You must learn Warrior SOS Protect first in order to subsequently learn Moogle Beam and Ribbon.

Important: Moogle Cureja, Ribbon, Moogle Beam, Moogle Lifeja

Attack						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							
Moogle Cure						-	10
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Restores some HP to one party member and cures status ailments							
Moogle Wall						-	18
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Casts Shell and Protect on one party member							
Moogle Cureja						40	15
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Restores some of all members' HP and cures status ailments							
Moogle Wallja						40	24
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Casts Shell and Protect on all party members							
Moogle Beam						80	99
Category	Kupo!	Strength	563	Critical Hit	-	Accuracy	*
Deals heavy physical damage to one opponent							
Auto-Shell						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Generates a constant Shell effect							
Swordplay						80	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	-
Mascot Yuna can use the Swordplay abilities that she learned as a Warrior							

Moogle Jolt						40	-
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Restores some MP to one character							
Moogle Regen						-	18
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Casts Haste and Regen on one party member							
Moogle Life						-	40
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Revives party member from KO and fully restores HP and MP							
Moogle Regenja						40	24
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Casts Haste and Regen on all party members							
Moogle Lifeja						40	60
Category	Kupo!	Strength	-	Critical Hit	-	Accuracy	*
Revives all party members from KO and completely restores HP and MP							
Ribbon						999	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against all status ailments							
Auto-Protect						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Generates a constant Protect effect							
Arcana						80	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	-
Mascot Yuna can use the Arcana abilities that she learned as a Dark Knight							

Mascot Rikku

Info: Mascot Rikku is comparatively weak physically. Her strengths are mainly magical. Petrification is an extremely useful side effect of her elemental magic attacks. With Instinct and White Magic, Mascot Rikku can also use the relevant abilities that she learned as a Berserker and a White Mage. PuPu Platter and Ribbon will only be available after Rikku has mastered SOS Protect as a Warrior.

Important: Power Eraser, PuPu Platter, Ribbon, Armour Eraser

Attributes											
HP	■	■	■	■	■	**MP**	■	■	■	■	■
Strength	■	■	■	□	□	**Magic**	■	■	■	■	■
Defence	■	■	■	■	■	**Magic Def.**	■	■	■	■	■
Agility	■	■	■	■	■	**Accuracy**	■	■	■	■	□
Evasion	■	■	■	■	□	**Luck**	■	■	■	■	□

AP to learn all abilities: 1599

Attack						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

Cait Thunder						-	12
Category	Wildcat	Strength	100	Critical Hit	-	Accuracy	*
Deals Lightning damage to all opponents and sometimes inflicts Poison and Petrification							

Cait Water						-	12
Category	Wildcat	Strength	100	Critical Hit	-	Accuracy	*
Deals Water damage to all opponents and sometimes inflicts Poison and Petrification							

Armour Eraser						40	12
Category	Wildcat	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Defence Down on all opponents							

Mental Eraser						40	12
Category	Wildcat	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Magic Def. Down on all opponents							

PuPu Platter						80	48
Category	Wildcat	Strength	-	Critical Hit	-	Accuracy	*
Ejects all opponents. Sometimes fails							

Auto-Shell						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Generates a constant Shell effect							

Instinct						80	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	-
Mascot Rikku can use the Instinct abilities that she learned as a Berserker							

Cait Fire						-	12
Category	Wildcat	Strength	100	Critical Hit	-	Accuracy	*
Deals Fire damage to all opponents and sometimes inflicts Poison and Petrification							

Cait Blizzard						-	12
Category	Wildcat	Strength	100	Critical Hit	-	Accuracy	*
Deals Ice damage to all opponents and sometimes inflicts Poison and Petrification							

Power Eraser						40	12
Category	Wildcat	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Strength Down on all opponents							

Magic Eraser						40	12
Category	Wildcat	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Magic Down on all opponents							

Speed Eraser						40	12
Category	Wildcat	Strength	-	Critical Hit	-	Accuracy	*
Inflicts Evasion Down on all opponents							

Ribbon						999	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against all status ailments							

Auto-Protect						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Generates a constant Protect effect							

White Magic						80	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	-
Mascot Rikku can use the White Magic abilities that she learned as a White Mage							

Mascot Paine

Info: For Paine to take full advantage of all the benefits of being a Mascot, she should train as a Samurai and Black Mage beforehand. Even so, all Mascots are still very strong without these additional abilities. With the help of some Cutlery techniques, opponents who are not immune can be defeated with one hit. To those unfamiliar with earlier instalments of the "Final Fantasy" series, Moogles and Tonberries are popular creatures who have already appeared in several of the previous games, as are Chocobos. Cait Sith was a robotic fairground toy character in Final Fantasy VII. Catling Gun and Ribbon will only be available after Paine has mastered SOS Protect as a Warrior.

Important: Cactling Gun, Ribbon, Bushido, Black Magic

Attributes											
HP	■	■	■	■	■	**MP**	■	■	■	■	■
Strength	■	■	■	■	□	**Magic**	■	■	■	□	□
Defence	■	■	■	■	■	**Magic Def.**	■	■	■	■	■
Agility	■	■	■	■	□	**Accuracy**	■	■	■	■	■
Evasion	■	■	■	□	□	**Luck**	■	■	■	■	□

AP to learn all abilities: 1399

Attack						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

Silence Knife						-	10
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Silence							

Berserk Knife						-	10
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Berserk							

Stone Knife						-	10
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Petrification							

Quartet Knife						-	10
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Strength Down, Defence Down, Magic Down and Magic Def. Down							

Cactling Gun						80	99
Category	Cutlery	Strength	563	Critical Hit	-	Accuracy	*
Deals heavy damage to one opponent; the damage is not reduced by their Defence statistic							

Auto-Shell						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Generates a constant Shell effect							

Bushido						80	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	-
Mascot Paine can use the Bushido abilities that she learned as a Samurai							

Dark Knife						-	-
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Darkness							

Sleep Knife						-	10
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Sleep							

Poison Knife						-	10
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Poison							

Stop Knife						-	10
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Stop							

Arsenic Knife						-	10
Category	Cutlery	Strength	113	Critical Hit	✓	Accuracy	%
Instantly defeats one opponent. Sometimes fails							

Ribbon						999	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against all status ailments							

Auto-Protect						80	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Generates a constant Protect effect							

Black Magic						80	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	-
Mascot Paine can use the Black Magic abilities that she learned as a Black Mage							

SPECIAL DRESSPHERES

Normal dresspheres can be shared by Yuna, Rikku and Paine. They can even all have the same dressphere equipped simultaneously. However, each character also has a special dressphere that is exclusively for their own use. In the How To Play chapter, we have already explained (on page 17) how to activate these special dresspheres. Special conditions apply to their use:

- The other party members leave the battleground.
- Two special units ensure adequate support in their place.
- The Auto-Ability Ribbon protects against all status ailments.
- Additional effects activated by Garment Grid gates on the Garment Grid are rendered ineffective while the special dressphere is equipped.
- The Items Command is not available.
- Escape is impossible. You can only switch back to the dressphere used last (press L1).
- After your victory, the party member will automatically change back.
- If all three units are KO'd, the other Gullwings will resume the fight.

Attributes

The number of nodes on the Garment Grid will have an effect on the attributes of the character using the special dressphere. The table below shows the example of Yuna's Floral Fallal at Lv. 30. You can see that by using the Unerring Path Garment Grid, which only has two nodes, you can activate the special dressphere very quickly, but its potency will be reduced due to the small number of nodes.

The HP and MP referred to below are all maximum values. Otherwise, what applies to all the spherechanges applies here too: if a party member loses half their HP before the spherechange, they will have 50% of the (new) maximum value after the change.

Attributes	Number of Nodes					Attributes	Number of Nodes				
	2	3	4	5	6		2	3	4	5	6
HP	2452	2543	2634	2725	2816	MP	254	264	273	283	292
Strength	90	94	97	100	104	Magic	106	110	114	118	122
Defence	56	58	60	62	64	Magic Def.	109	113	117	121	125
Agility	43	43	43	43	43	Accuracy	118	118	118	118	118
Evasion	5	5	5	5	5	Luck	11	11	11	11	11

FLORAL FALLAL

Special dressphere imbued with serious flower power!

Floral Fallal is Yuna's special dressphere. The flowery costume bestows awesome magical powers upon her as well as strong physical attacks. Right Pistil and Left Pistil give her defensive magic and status support. Where this trio treads, no grass will grow.

Whereabouts: Djose Highroad. You can't miss the special dressphere in the Uniform search mission, Two Birds, One Stone, in Chapter 2 (see page 73).

Attributes			
HP	■■■■■	MP	■■■■■
Strength	■■■■■	Magic	■■■■■
Defence	■■■□□	Magic Def.	■■■■□
Agility	■■□□□	Accuracy	■■■■□
Evasion	■■□□□	Luck	■■□□□

AP to learn all abilities: 192

Info: Floral Fallal cannot regenerate MP during battle – unlike the other special dresspheres. For this reason, Yuna should rely predominantly on Attack and save the elemental abilities for opponents who have a known weakness. Attacks such as Heat Whirl or Great Whirl are powerful, because they form Chains, but the target is constantly re-selected, so these abilities are only especially effective when you are dealing with a single opponent.

Tip: Only a relatively low amount of AP is required to learn the extremely useful auto-abilities Double HP and Triple HP.

Secret: Break HP Limit and Break Damage Limit are only available after you have received the key items Aurora Rain and Twilight Rain in Chapter 5 (see pages 60 and 164). This also applies to the same abilities of Left Pistil and Right Pistil.

Important: Great Whirl, All-Life, Triple HP, Heat Whirl

ATTACK						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

LIBRA						4	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Analysis of one opponent or party member, analogous to Scan Lv. 3 of the Gun Mage							

HEAT WHIRL						-	-
Category	Fallalery	Strength	50 x 3	Critical Hit	-	Accuracy	*
Deals Fire damage three times. The target is selected at random for each attack							

ICE WHIRL						-	-
Category	Fallalery	Strength	50 x 3	Critical Hit	-	Accuracy	*
Deals Ice damage three times. The target is selected at random for each attack							

ELECTRIC WHIRL						-	-
Category	Fallalery	Strength	50 x 3	Critical Hit	-	Accuracy	*
Deals Lightning damage three times. The target is selected at random for each attack							

AQUA WHIRL						-	-
Category	Fallalery	Strength	50 x 3	Critical Hit	-	Accuracy	*
Deals Water damage three times. The target is selected at random for each attack							

BARRIER						20	36
Category	Fallalery	Strength	-	Critical Hit	-	Accuracy	*
Casts Null Magic (nullifies effects of all magic attacks)							

→

SHIELD						20	36
Category	Fallalery	Strength	-	Critical Hit	-	Accuracy	*
Casts Null Physical (nullifies effects of all physical attacks)							

FLARE WHIRL						24	64
Category	Fallalery	Strength	113 x 3	Critical Hit	-	Accuracy	*
Deals magic damage three times. The target is selected at random for each attack							

→

GREAT WHIRL						30	-
Category	Fallalery	Strength	50 x 12	Critical Hit	-	Accuracy	*
Deals magic damage twelve times. The target is selected at random for each attack							

ALL-LIFE						8	70
Category	Fallalery	Strength	-	Critical Hit	-	Accuracy	*
Revives all Pistils from KO (while completely restoring their HP)							

RIBBON						-	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against all status ailments							

DOUBLE HP						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Doubles party member's maximum HP							

→

TRIPLE HP						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Triples party member's maximum HP							

BREAK HP LIMIT						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Party member's maximum HP can exceed the normal limit of 9999							

BREAK DAMAGE LIMIT						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Party member's limit of 9999 damage for attacks is raised to 99,999							

Right Pistil

Info: Owing to a low Agility rating, Right Pistil is rather limited in its actions. Use Floral Rush to speed up the right-hand support unit with Haste. The range of supporting abilities is, however impressive. Neither Pistil has any MP-consuming abilities.

Important: Fallal Bomb, Double HP, Triple HP, Floral Rush

Attributes											
HP	■	■	■	□	□	**MP**	■	■	■	■	□
Strength	■	■	■	■	□	**Magic**	■	■	■	■	□
Defence	■	■	■	□	□	**Magic Def.**	■	■	■	■	□
Agility	■	□	□	□	□	**Accuracy**	■	■	■	□	□
Evasion	■	□	□	□	□	**Luck**	■	□	□	□	□

AP to learn all abilities: 170

			Category	Strength	Critical Hit	Accuracy	
WHITE POLLEN	-	-	Right Pistilplay	100	-	*	Restores HP of all party members
HARD LEAVES	-	-	Right Pistilplay	-	-	*	Casts Shell on all party members
MIRROR PETALS	-	-	Right Pistilplay	-	-	*	Casts Reflect on all party members
FLORAL BOMB	-	-	Right Pistilplay	113	✓	%	Deals physical damage to all opponents and also inflicts Strength Down
FLORAL MAGISOL	10	-	Right Pistilplay	113	✓	%	Deals physical damage to all opponents and also inflicts Magic Down
RIGHT STIGMA	20	-	Command	150	✓	%	Deals physical damage to one opponent
DOUBLE HP	20	-	Auto-Ability	-	-	-	Doubles party member's maximum HP
BREAK HP LIMIT	20	-	Auto-Ability	-	-	-	Party member's maximum HP can exceed the normal limit of 9999
WHITE HONEY	10	-	Right Pistilplay	-	-	*	Casts Regen on all party members
TOUGH NUTS	-	-	Right Pistilplay	-	-	*	Casts Protect on all party members
FLORAL RUSH	20	-	Right Pistilplay	-	-	*	Casts Haste on all party members
FALLAL BOMB	10	-	Right Pistilplay	113	✓	%	Deals physical damage to all opponents and also inflicts Defence Down
FALLAL MAGISOL	10	-	Right Pistilplay	113	✓	%	Deals physical damage to all opponents and also inflicts Magic Def. Down
RIBBON	-	-	Auto-Ability	-	-	-	Guards against all status ailments
TRIPLE HP	30	-	Auto-Ability	-	-	-	Triples party member's maximum HP
BREAK DAMAGE LIMIT	20	-	Auto-Ability	-	-	-	Party member's limit of 9999 damage for attacks is raised to 99,999

Left Pistil

Info: The attributes are identical to those of the Right Pistil – including the low Agility. A weakness compensated for by the fact that most attacks target multiple opponents. Using Ash Floralysis will inflict lots of damage and occasionally inflict Petrification. Please note that Left Pistil has both physical and magical attacks, so it is advisable to plan your attack strategy according to your opponent's Defence or Magic Defence stats. You can find out more about this subject in the Monsters chapter.

Important: Ash Floralysis, Left Stigma, Triple HP, Silent White

Attributes											
HP	■	■	■	□	□	**MP**	■	■	■	■	□
Strength	■	■	■	■	□	**Magic**	■	■	■	■	□
Defence	■	■	■	□	□	**Magic Def.**	■	■	■	■	□
Agility	■	□	□	□	□	**Accuracy**	■	■	■	□	□
Evasion	■	□	□	□	□	**Luck**	■	□	□	□	□

AP to learn all abilities: 170

			Category	Strength	Critical Hit	Accuracy	
DREAM POLLEN	-	-	Left Pistilplay	113	-	*	Deals magic damage to all opponents and inflicts Sleep
STICKY HONEY	-	-	Left Pistilplay	113	-	*	Deals magic damage to all opponents and inflicts Slow
POISON LEAVES	10	-	Left Pistilplay	113	-	*	Deals magic damage to all opponents and inflicts Poison
SILENT WHITE	-	-	Left Pistilplay	113	✓	%	Deals physical damage to all opponents and also inflicts Silence and Darkness
PANIC FLORALYSIS	10	-	Left Pistilplay	113	✓	%	Deals physical damage to all opponents and also inflicts Confusion
LEFT STIGMA	20	-	Command	150	✓	*	Deals physical damage to one opponent
DOUBLE HP	20	-	Auto-Ability	-	-	-	Doubles party member's maximum HP
BREAK HP LIMIT	20	-	Auto-Ability	-	-	-	Party member's maximum HP can exceed the normal limit of 9999
MAD SEEDS	-	-	Left Pistilplay	113	-	*	Deals magic damage to all opponents and inflicts Berserk
HALFDEATH PETALS	-	-	Left Pistilplay	-	-	*	A Gravity attack which halves HP of all opponents
DEATH PETALS	10	-	Left Pistilplay	113	-	*	Inflicts Death on one opponent
CONCEALED HONEY	20	-	Left Pistilplay	113	✓	%	Deals physical damage to all opponents and also inflicts Stop
ASH FLORALYSIS	10	-	Left Pistilplay	113	✓	%	Deals physical damage to all opponents and also inflicts Petrification
RIBBON	-	-	Auto-Ability	-	-	-	Guards against all status ailments
TRIPLE HP	30	-	Auto-Ability	-	-	-	Triples party member's maximum HP
BREAK DAMAGE LIMIT	20	-	Auto-Ability	-	-	-	Party member's limit of 9999 damage for attacks is raised to 99,999

MACHINA MAW

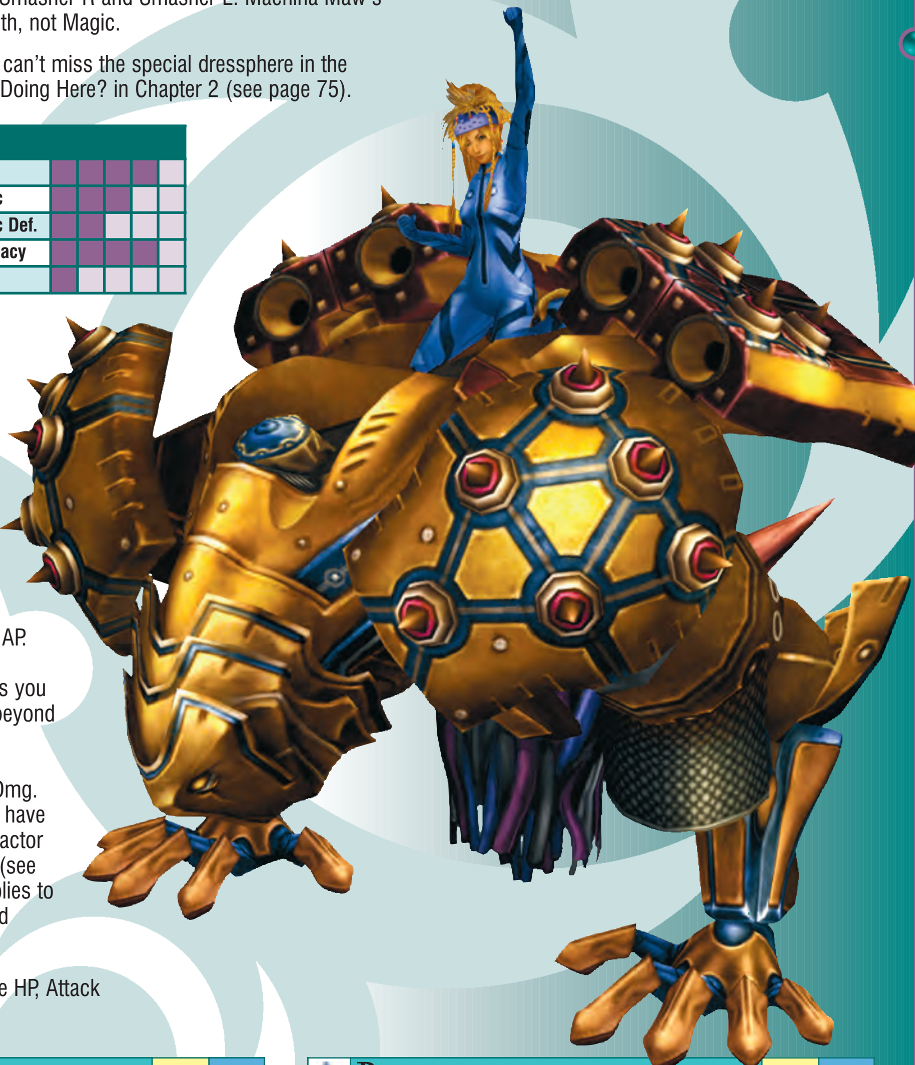
Special dressphere bristling with incredible machina power.

Rikku's special dressphere places her behind the controls of the monster Machina Maw with its two supporting units Smasher-R and Smasher-L. Machina Maw's abilities are only affected by Strength, not Magic.

Whereabouts: Bikanel Desert. You can't miss the special dressphere in the Uniform search mission Water We Doing Here? in Chapter 2 (see page 75).

Attributes			
HP	■■■■□	**MP**	■■■■□
Strength	■■■■■	**Magic**	■■■□□
Defence	■■■■□	**Magic Def.**	■■□□□
Agility	■■□□□	**Accuracy**	■■■■□
Evasion	■□□□□	**Luck**	■□□□□

AP to learn all abilities: 200



Info: Machina Maw has low Agility, Evasion and Luck stats. To compensate, you should take care to boost these three attributes before activating the special dressphere. The Vajra attack is five times stronger than a normal attack but is hampered by a lengthy preparation time. Conveniently, however, the normal attack earns you additional AP. As is the case with all special dresspheres, Machina Maw enables you to boost party members' HP way beyond the usual limits.

Secret: Break HP Limit and Break Dmg. Limit can only be learned after you have received the key items Machina Reactor and Machina Booster in Chapter 5 (see pages 159 and 222). This also applies to the same abilities of Smasher-L and Smasher-R.

Important: Shockwave, Vajra, Triple HP, Attack

			Category	Strength	Critical Hit	Accuracy	
ATTACK	-	-	Command	100	✓	%	Deals physical damage to one opponent
DEATH MISSILE	-	12	Machinations	113	✓	%	Physical attack which also inflicts Death
BREAK MISSILE	-	12	Machinations	113	✓	%	Physical attack which also inflicts Petrification
STOP MISSILE	10	12	Machinations	113	✓	%	Physical attack which also inflicts Stop
SHOCKWAVE	20	36	Machinations	175	✓	*	Deals physical damage to all opponents
VAJRA	30	-	Command	500	✓	%	Deals heavy physical damage to all opponents
DOUBLE HP	20	-	Auto-Ability	-	-	-	Doubles party member's maximum HP
BREAK HP LIMIT	20	-	Auto-Ability	-	-	-	Party member's maximum HP can exceed the normal limit of 9999
REVIVAL	10	-	Command	-	-	*	Revives Smasher from KO and restores HP by 50%
BIO MISSILE	-	12	Machinations	113	✓	%	Physical attack which also inflicts Poison
BERSERK MISSILE	10	12	Machinations	113	✓	%	Physical attack which also inflicts Berserk
CONFUSE MISSILE	10	12	Machinations	113	✓	%	Physical attack which also inflicts Confusion
SHOCKSTORM	20	36	Machinations	150	✓	*	Deals physical damage to all opponents and inflicts strong Delay effect
RIBBON	-	-	Auto-Ability	-	-	-	Guards against all status ailments
TRIPLE HP	30	-	Auto-Ability	-	-	-	Triples party member's maximum HP
BREAK DAMAGE LIMIT	20	-	Auto-Ability	-	-	-	Party member's limit of 9999 damage for attacks is raised to 99,999

Smasher-R

Info: Smasher-R's overall attributes are lower than those of Machina Maw but its Strength levels more than compensate. Protecting your party as well as weakening your opponent runs in the blood (or rather machine oil) of Smasher-R. Homing Ray is a devastating attack. AP collectors should bear in mind that using Scan will not earn any AP.

Important: Anti-Armour Shell, Protector, Triple HP, Homing Ray

Attributes											
HP	■	■	■	□	□	MP	■	■	■	□	□
Strength	■	■	■	■	□	Magic	■	■	■	□	□
Defence	■	■	■	□	□	Magic Def.	■	■	□	□	□
Agility	■	□	□	□	□	Accuracy	■	■	■	□	□
Evasion	■	□	□	□	□	Luck	■	□	□	□	□

AP to learn all abilities: 150

HOWITZER						-	12
Category	Smash	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

SLOW SHELL						10	12
Category	Smash	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Slow							

ANTI-ARMOUR SHELL						10	12
Category	Smash	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Defence Down							

SHELLTER						20	10
Category	Smash	Strength	-	Critical Hit	-	Accuracy	*
Casts Shell on all party members							

HP REPAIR						-	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Restores one party member's HP by 1/4 of their maximum							

HOMING RAY						-	-
Category	Command	Strength	125	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

DOUBLE HP						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Doubles party member's maximum HP							

BREAK HP LIMIT						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Party member's maximum HP can exceed the normal limit of 9999							

SLEEP SHELL						10	12
Category	Smash	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Sleep							

ANTI-POWER SHELL						10	12
Category	Smash	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Strength Down							

SCAN						10	-
Category	Smash	Strength	-	Critical Hit	-	Accuracy	*
Analysis of one opponent's name, HP and MP (current/max), elemental features, immunities and other information							

PROTECTOR						20	10
Category	Smash	Strength	-	Critical Hit	-	Accuracy	*
Casts Protect on all party members							

MP REPAIR						-	-
Category	Command	Strength	188	Critical Hit	-	Accuracy	*
Restores one party member's MP							

RIBBON						-	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against all status ailments							

TRIPLE HP						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Triples party member's maximum HP							

BREAK DAMAGE LIMIT						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Party member's limit of 9999 damage for attacks is raised to 99,999							

Smasher-L

Info: Smasher-L shares the same handicap as all other support units: low speed. Even the Haste effect of Booster does not have much effect. When confronted with strong adversaries, it is worth strengthening Machina Maw with Offence. If the enemy uses lots of magic attacks, however, respond with Anti-Magic Shell. Continual use of MP Repair and HP Repair is also a sound tactic.

Important: Anti-Magic Shell, Offence, Triple HP, HP Repair

Attributes											
HP	■	■	■	□	□	MP	■	■	■	□	□
Strength	■	■	■	■	□	Magic	■	■	■	□	□
Defence	■	■	■	□	□	Magic Def.	■	■	□	□	□
Agility	■	□	□	□	□	Accuracy	■	■	■	□	□
Evasion	■	□	□	□	□	Luck	■	□	□	□	□

AP to learn all abilities: 170

HOWITZER						-	12
Category	Crush	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

SILENCE SHELL						10	12
Category	Crush	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Silence							

ANTI-MENTAL SHELL						10	12
Category	Crush	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Magic Def. Down							

OFFENCE						20	10
Category	Crush	Strength	-	Critical Hit	-	Accuracy	*
Casts Strength Up							

HP REPAIR						-	-
Category	Command	Strength	-	Critical Hit	-	Accuracy	*
Restores one party member's HP by 1/4 of their maximum							

HOMING RAY						-	-
Category	Command	Strength	125	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

DOUBLE HP						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Doubles party member's maximum HP							

BREAK HP LIMIT						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Party member's maximum HP can exceed the normal limit of 9999							

BLIND SHELL						10	12
Category	Crush	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Darkness							

ANTI-MAGIC SHELL						10	12
Category	Crush	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Magic Down							

BOOSTER						20	30
Category	Crush	Strength	-	Critical Hit	-	Accuracy	*
Casts Haste on the party							

DEFENCE						20	10
Category	Crush	Strength	-	Critical Hit	-	Accuracy	*
Casts Defence Up							

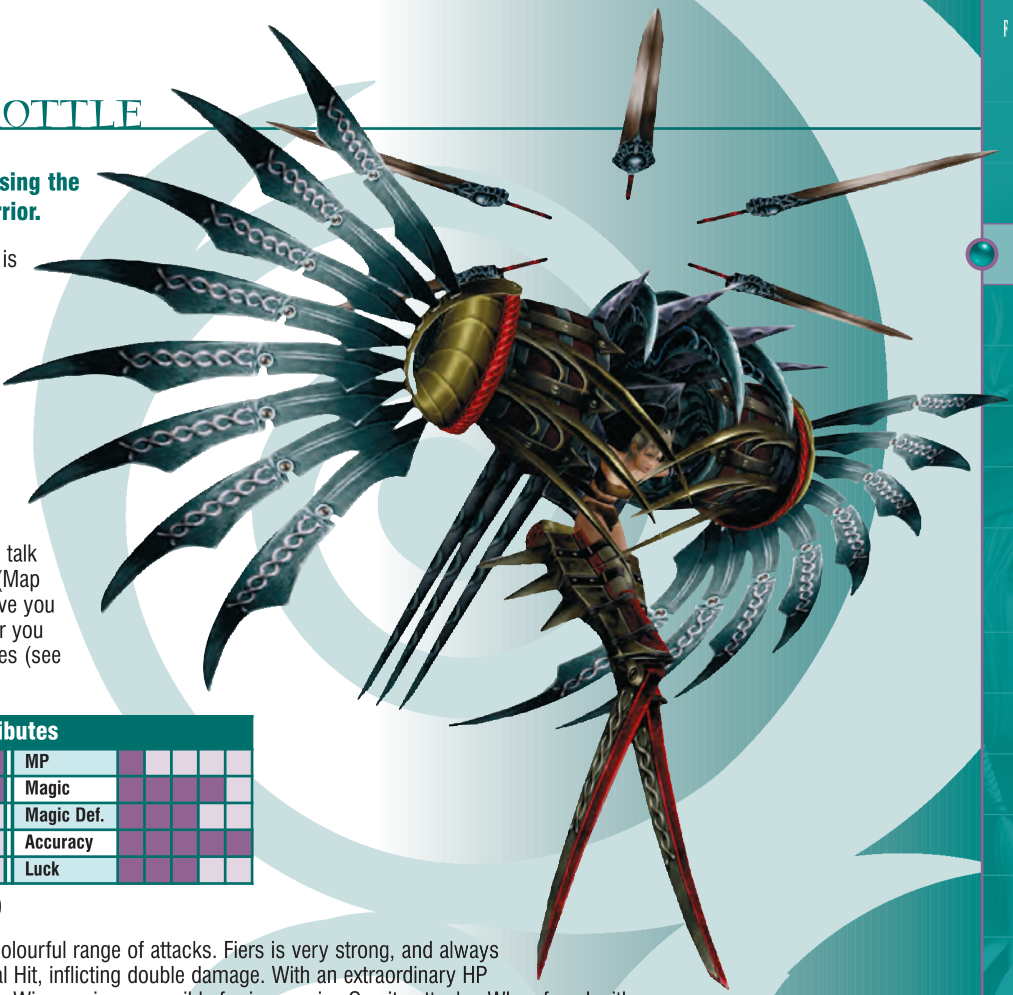
MP REPAIR						-	-
Category	Command	Strength	188	Critical Hit	-	Accuracy	*
Restores one party member's MP							

RIBBON						-	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against all status ailments							

TRIPLE HP						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Triples party member's maximum HP							

BREAK DAMAGE LIMIT						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Party member's limit of 9999 damage for attacks is raised to 99,999							

Full Throttle



Special dressphere housing the soul of a legendary warrior.

Paine's special dressphere is a distinctive martial arts costume. Made from blades, it is designed for attack, and it is no coincidence that it offers the most intense attack of all the dresspheres. None of Full Throttle's abilities consume MP.

Whereabouts: Macalania Woods. In Chapters 1 or 2, talk to Tromell near the Spring (Map 10-8). He will eventually give you the special dressphere after you have talked to him four times (see page 163).

Attributes			
HP	■■■■■	MP	■□□□□
Strength	■■■■■	Magic	■■■■□
Defence	■■■■□	Magic Def.	■■■□□
Agility	■■□□□	Accuracy	■■■■■
Evasion	■■■□□	Luck	■■■□□

AP to learn all abilities: 210

Info: Full Throttle offers a colourful range of attacks. Fiers is very strong, and always hits the target with a Critical Hit, inflicting double damage. With an extraordinary HP reduction capability of 75%, Wisenen is responsible for impressive Gravity attacks. When faced with multiple opponents, Dancing Swords is ideal. When it comes to defensive measures, the ability to triple a party member's HP with Triple HP comes in very handy.

Secret: Break HP Limit and Break Damage Limit will only appear in the ability list after you have received the key items Corpus Invictus and Victor Primoris in Chapter 5 (see pages 158 and 220). This also applies to the same abilities of Sinistral Wing and Dextral Wing.

Important: Fiers, Sword Dance, Triple HP, Fright

Attack						-	-
Category	Command	Strength	100	Critical Hit	✓	Accuracy	%
Deals physical damage to one opponent							

Aestus						-	-
Category	Throttle	Strength	125	Critical Hit	✓	Accuracy	%
Deals Fire damage to one opponent							

Whelmen						-	-
Category	Throttle	Strength	125	Critical Hit	✓	Accuracy	%
Deals Water damage to one opponent							

Wisenen						10	-
Category	Throttle	Strength	-	Critical Hit	✓	Accuracy	%
A Gravity attack which reduces the HP of one opponent by 75%							

Deeth						20	-
Category	Throttle	Strength	125	Critical Hit	✓	Accuracy	%
Physical attack which also inflicts Death							

Sword Dance						30	-
Category	Command	Strength	300 x 2	Critical Hit	-	Accuracy	*
Deals physical damage to all opponents twice							

Double HP						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Doubles party member's maximum HP							

Break HP Limit						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Party member's maximum HP can exceed the normal limit of 9999							

Fright						20	-
Category	Throttle	Strength	150	Critical Hit	-	Accuracy	-
Physical attack which also inflicts Confusion and Delay							

Winterkill						-	-
Category	Throttle	Strength	125	Critical Hit	✓	Accuracy	%
Deals Ice damage to one opponent							

Levin						-	-
Category	Throttle	Strength	125	Critical Hit	✓	Accuracy	%
Deals Lightning damage to one opponent							

Fiers						20	-
Category	Throttle	Strength	100	Critical Hit	✓	Accuracy	%
Physical attack. Critical Hit is guaranteed							

Assoil						20	-
Category	Throttle	Strength	125	Critical Hit	✓	Accuracy	%
Deals Holy damage to one opponent							

Ribbon						-	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Guards against all status ailments							

Triple HP						30	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Triples party member's maximum HP							

Break Damage Limit						20	-
Category	Auto-Ability	Strength	-	Critical Hit	-	Accuracy	-
Party member's limit of 9999 damage for attacks is raised to 99,999							

Dextral Wing

Info: Dextral Wing can’t keep up with the impressive attacks of Full Throttle, but then the unit’s function is purely support-orientated. The strength of Dextral Wing’s abilities is influenced by Magic stats. Provided that opponents are not immune to the additional status changes inflicted by the magic attacks, your party will hold the advantage. Perform any necessary healing using Stamina and Mettle. If the worst comes to the worst, you can always use Reboot to revive all other units.

Important: Rock Wing, Reboot, Mettle, Triple HP

Attributes											
HP	■	■	■	□	□	MP	■	■	■	□	□
Strength	■	■	■	■	□	Magic	■	■	■	□	□
Defence	■	■	■	□	□	Magic Def.	■	■	■	□	□
Agility	■	■	□	□	□	Accuracy	■	■	■	□	□
Evasion	■	□	□	□	□	Luck	■	□	□	□	□

AP to learn all abilities: 140

			Category	Strength	Critical Hit	Accuracy	
Venom Wing	-	12	Dextral Arts	113	-	*	Deals magic damage to one opponent and also inflicts Poison
Mute Wing	-	12	Dextral Arts	113	-	*	Deals magic damage to one opponent and also inflicts Silence
Lazy Wing	-	12	Dextral Arts	113	-	*	Deals magic damage to one opponent and also inflicts Sleep
Still Wing	10	12	Dextral Arts	113	-	*	Deals magic damage to one opponent and also inflicts Stop
Stamina	-	-	Command	200	-	*	Restores one party member’s HP
Reboot	10	-	Command	-	-	*	Revives one party member from KO while restoring HP by 50%
Double HP	20	-	Auto-Ability	-	-	-	Doubles party member’s maximum HP
Break HP Limit	20	-	Auto-Ability	-	-	-	Party member’s maximum HP can exceed the normal limit of 9999
Blind Wing	-	12	Dextral Arts	113	-	*	Deals magic damage to one opponent and also inflicts Darkness
Rock Wing	10	12	Dextral Arts	113	-	*	Deals magic damage to one opponent and also inflicts Petrification
Violent Wing	10	12	Dextral Arts	113	-	*	Deals magic damage to one opponent and also inflicts Berserk
Crazy Wing	10	12	Dextral Arts	113	-	*	Deals magic damage to one opponent and also inflicts Confusion
Mettle	-	-	Command	-	-	*	Restores some MP to one party member
Ribbon	-	-	Auto-Ability	-	-	-	Guards against all status ailments
Triple HP	30	-	Auto-Ability	-	-	-	Triples party member’s maximum HP
Break Damage Limit	20	-	Auto-Ability	-	-	-	Party member’s limit of 9999 damage for attacks is raised to 99,999

Sinistral Wing

Info: The attributes of Sinistral Wing are identical to those of the Dextral Wing. Nevertheless, it doesn’t possess any ability that can be strengthened specifically by increasing certain attributes. Sinistral Wing can strengthen your party and weaken your opponent. Using Scan will yield no additional AP.

Important: Cloudy Feather, Reboot, Mettle, Triple HP

Attributes											
HP	■	■	■	□	□	MP	■	■	■	□	□
Strength	■	■	■	■	□	Magic	■	■	■	□	□
Defence	■	■	■	□	□	Magic Def.	■	■	■	□	□
Agility	■	■	□	□	□	Accuracy	■	■	■	□	□
Evasion	■	□	□	□	□	Luck	■	□	□	□	□

AP to learn all abilities: 140

			Category	Strength	Critical Hit	Accuracy	
Steel Feather	-	12	Sinistral Arts	-	-	*	Strength Up for all party members
White Feather	-	16	Sinistral Arts	-	-	*	Inflicts Strength Down on all opponents
Cloudy Feather	10	16	Sinistral Arts	-	-	*	Inflicts Magic Down on all opponents
Pumice Feather	10	38	Sinistral Arts	-	-	*	Casts Haste on the party
Stamina	-	-	Command	194	-	*	Restores one party member’s HP
Reboot	10	-	Command	-	-	*	Revives a party member from KO while restoring HP by 50%
Double HP	20	-	Auto-Ability	-	-	-	Doubles party member’s maximum HP
Break HP Limit	20	-	Auto-Ability	-	-	-	Party member’s maximum HP can exceed the normal limit of 9999
Diamond Feather	-	12	Sinistral Arts	-	-	*	Defence Up for all party members
Buckle Feather	-	16	Sinistral Arts	-	-	*	Inflicts Defence Down on all opponents
Pointed Feather	10	16	Sinistral Arts	-	-	*	Inflicts Magic Def. Down on all opponents
Ma’at’s Feather	10	-	Sinistral Arts	-	-	*	Analysis of one opponent: Name, Classification (Type), HP and MP (current/max), elemental features, immunities and other information
Mettle	-	-	Command	-	-	*	Restores some MP to one party member
Ribbon	-	-	Auto-Ability	-	-	-	Guards against all status ailments
Triple HP	30	-	Auto-Ability	-	-	-	Triples party member’s maximum HP
Break Damage Limit	20	-	Auto-Ability	-	-	-	Party member’s limit of 9999 damage for attacks is raised to 99,999

WALKTHROUGH

WALKTHROUGH

Follow Yuna, Rikku, Paine and their comrades on an amazing adventure through the magical land of Spira. To ensure that you always know what lies ahead of you, the Walkthrough will guide you past every danger and help you to solve every puzzle, no matter how tricky.

HOW TO USE THE WALKTHROUGH

The following pages serve as a brief introduction to the various elements that you will find in the Walkthrough. They provide valuable information which will help maximise your enjoyment of this Strategy Guide!

CHAPTERS, LOCATIONS AND HOTSPOTS

The Walkthrough is divided into five chapters corresponding to the five chapters of the game. The structure of the chapters reflects the various regions and locations that you will visit during the course of the game. The Walkthrough refers primarily to Hotspot missions. Optional missions and their locations are covered in the Secrets chapter, beginning on page 155.

When you choose your flight destination on the Celsius' Mission Select screen, at least one location will be marked as a "Hotspot". The 5 star meter at the bottom of the screen indicates the difficulty level of the Hotspot and optional missions. The more stars, the more dangerous the fiends you can expect to encounter at the selected location.

1 Back in the Days of Final Fantasy X...

This section provides a flashback to the significant events that took place at the location in question two years before, in Final Fantasy X.

2 Walkthrough

The Walkthrough guides you through this epic adventure step by step. It relates the optimum order in which to complete missions and progress through the game, though you are always free to choose your own path, should you wish to do so. Items that can be found in a particular part of the game are highlighted in red in the text. The key to the relevant map will tell you where to find each one. Abilities and accessories, as well as items that you should keep with you, are highlighted in blue.

3 Screenshots from the Game

The Walkthrough documents the game using numerous screenshots to aid orientation. The numbers below the screenshots refer to the relevant point in the text and vice versa. To avoid confusion, the screenshots in each new section are numbered from 01.

4 Lists of Opponents

At the beginning of each section you'll find a table listing all the fiends you may encounter in a particular region, together with their HP and EXP. The table also lists the items a Thief can steal from each fiend (see the Dresspheres chapter on page 25). If two different items are listed, the more common of the two is mentioned first, followed by the rarer one.

5 Shopping Lists

The shopping lists provide information on your current shopping options. At certain stages in the game, the range of goods in the shops will change, so it is often a good idea to visit shops more than once. Each shopping list will show the names and prices of available items, as well as a description of their effects. On your travels you'll also meet O'aka, a merchant who will sell you goods at a reduced price once certain conditions have been fulfilled. To find out about this shrewd entrepreneur, take a look at page 162.

6 Tips

This section provides tips and information to help make your life as an adventurer easier.

7 Guide Maps

Take a look at the detailed guide maps of the individual sections; they will help you find your way around. The red arrows on the maps indicate areas where you have to climb and jump. When you are at these locations, hold down ◎ and the relevant directional button, to climb and/or jump.

You can check your current location in the game by pressing △ to open the main menu, and looking at the information bar at the bottom of the screen. The locations are also numbered in the Walkthrough, so you'll always know where you are when referring to the text.

The guide maps are marked with different icons, the meanings of which are explained below:

▲ Indicates the point at which you start the section.
⊜ Indicates the location of a Save Sphere.
▣ Indicates the location of a treasure chest.
● Indicates the location of an item.
● Indicates the scene of a boss battle.

The letters in the icons are repeated in the key next to the guide map. Take a look at the key to see which items you can look forward to receiving. Most treasure chests will be replenished at the start of each new chapter, making it worth checking previously opened chests again.

8 Boss Information

There are some battles that must be fought, no matter how much you might want to avoid or escape from them. In Final Fantasy X-2, you'll face your toughest tests when dealing with the many formidable boss fiends. Don't worry, you'll find everything you need to know about the bosses, including tried and tested battle tactics, in the relevant sections of the Walkthrough and Secrets chapters. Each fiend's details are listed in the Monster information boxes. For detailed information on the Monster boxes, see pages 120 to121.

9 Index Tab

The index tab on the right margin of each double page spread helps you find your way around the Walkthrough and the five chapters of the game. Use it to see at a glance which chapter you're in, which locations you have already visited and which remain to be explored.

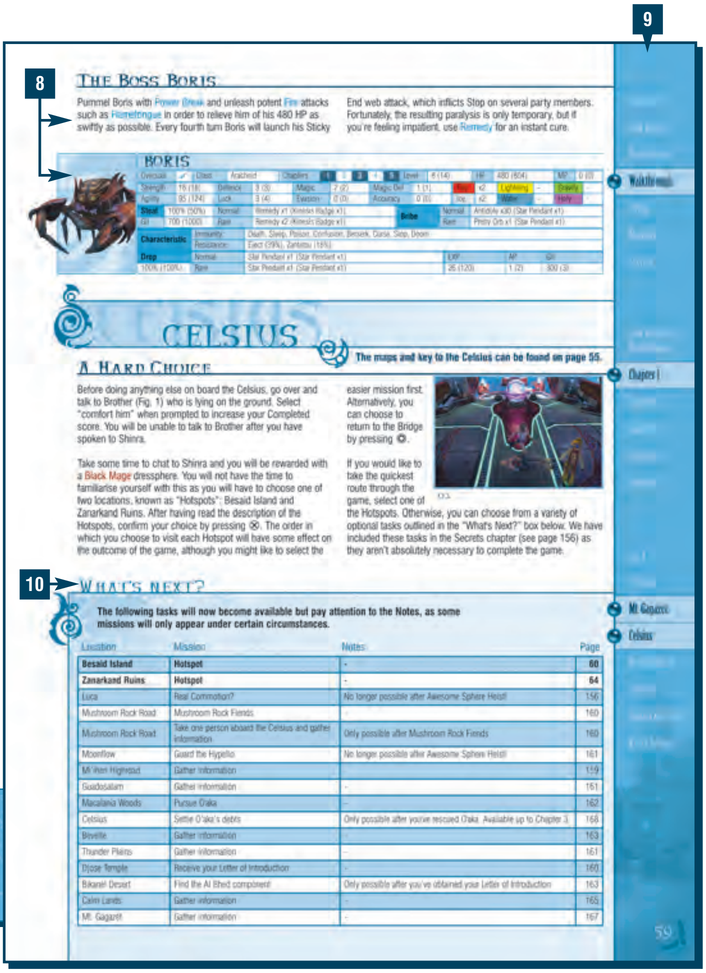
10 What's Next?

The game always shows you what to do next. However, there is much to be discovered and accomplished away from the primary mission path. After all, more than 50% of the game is devoted to optional tasks, which are described in detail in the Secrets chapter. In the Walkthrough, What's Next? information boxes give succinct details of which optional tasks are available at certain points in the game. We have included page references for your convenience, so that you don't have to skim through the pages in an endless search for what you want.

6

REVIVING A CHARACTER

If a party member's HP falls to 0 during a fight, you can revive her with a Phoenix Down. Should all members of the party lose all of their HP, it's Game Over. Please read the Items chapter on page 119 to learn more about recovery items.



THE BOSS BORIS

Pummel Boris with Power Break and unleash potent Fire attacks such as Flametongue in order to relieve him of his 480 HP as swiftly as possible. Every fourth turn Boris will launch his Sticky End web attack, which inflicts Stop on several party members. Fortunately, the resulting paralysis is only temporary, but if you're feeling impatient, use Remedy for an instant cure.

BORIS

Overdrive	✓	Class	Arachnid	Chapters	1 2 3 4 5	Level	6 (14)	HP	480 (804)	MP	0 (0)		
Strength	16 (18)	Defence	3 (3)	Magic	2 (2)	Magic Def	1 (1)	Fire	x2	Lightning	-	Gravity	-
Agility	95 (124)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-
Steal	100% (50%)	Normal	Remedy x1 (Kinesis Badge x1)	Bribe	Normal	Antidote x30 (Star Pendant x1)							
Gil	700 (1000)	Rare	Remedy x2 (Kinesis Badge x1)		Rare	Pretty Orb x1 (Star Pendant x1)							
Characteristic	Immunity	Death, Sleep, Poison, Confusion, Berserk, Curse, Stop, Doom											
	Resistance	Eject (29%), Zantetsu (18%)											
Drop	Normal	Star Pendant x1 (Star Pendant x1)	EXP	AP	Gil								
100% (100%)	Rare	Star Pendant x1 (Star Pendant x1)	25 (120)	1 (2)	300 (3)								

CELSIUS

The maps and key to the Celsius can be found on page 55.

A HARD CHOICE

Before doing anything else on board the Celsius, go over and talk to Brother (Fig. 1) who is lying on the ground. Select "comfort him" when prompted to increase your Completed score. You will be unable to talk to Brother after you have spoken to Shinra.

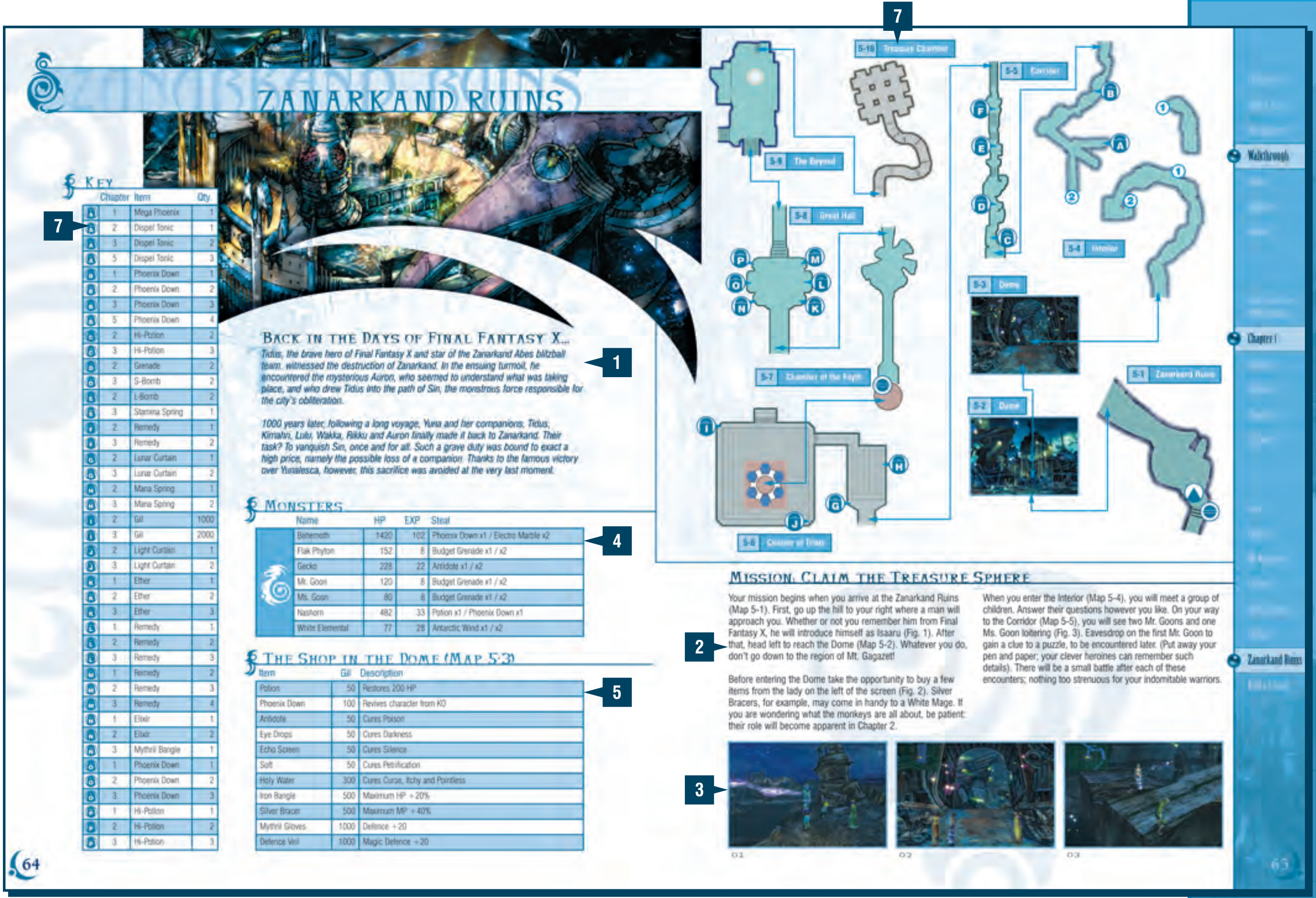
Take some time to chat to Shinra and you will be rewarded with a Black Mage dressphere. You will not have the time to familiarise yourself with this as you will have to choose one of two locations, known as "Hotspots": Besaid Island and Zanarkand Ruins. After having read the description of the Hotspots, confirm your choice by pressing ⊗. The order in which you choose to visit each Hotspot will have some effect on the outcome of the game, although you might like to select the easier mission first. Alternatively, you can choose to return to the Bridge by pressing ⭘. If you would like to take the quickest route through the game, select one of the Hotspots. Otherwise, you can choose from a variety of optional tasks outlined in the "What's Next?" box below. We have included these tasks in the Secrets chapter (see page 156) as they aren't absolutely necessary to complete the game.

01

WHAT'S NEXT?

The following tasks will now become available but pay attention to the Notes, as some missions will only appear under certain circumstances.

Location	Mission	Notes	Page
Besaid Island	**Hotspot**	-	**60**
Zanarkand Ruins	**Hotspot**	-	**64**
Luca	Real Commotion?	No longer possible after Awesome Sphere Heist	156
Mushroom Rock Road	Mushroom Rock Fiends	-	160
Mushroom Rock Road	Take one person aboard the Celsius and gather information	Only possible after Mushroom Rock Fiends	160
Moonflow	Guard the Hypello	No longer possible after Awesome Sphere Heist	161
Mi'ihen Highroad	Gather information		159
Guadosalam	Gather information	-	161
Macalania Woods	Pursue O'aka	-	162
Celsius	Settle O'aka's debts	Only possible after you've rescued O'aka. Available up to Chapter 3	168
Bevelle	Gather information	-	163
Thunder Plains	Gather information	-	161
Djose Temple	Receive your Letter of Introduction	-	160
Bikanel Desert	Find the Al Bhed component	Only possible after you've obtained your Letter of Introduction	163
Calm Lands	Gather information	-	165
Mt. Gagazet	Gather information	-	167



ZANARKAND RUINS

KEY

	Chapter	Item	Qty.
A	1	Mega Phoenix	1
A	2	Dispel Tonic	1
A	3	Dispel Tonic	2
A	5	Dispel Tonic	3
B	1	Phoenix Down	1
B	2	Phoenix Down	2
B	3	Phoenix Down	3
B	5	Phoenix Down	4
C	2	Hi-Potion	2
C	3	Hi-Potion	3
D	2	Grenade	2
D	3	S-Bomb	2
E	2	L-Bomb	2
E	3	Stamina Spring	1
F	2	Remedy	1
F	3	Remedy	2
G	2	Lunar Curtain	1
G	3	Lunar Curtain	2
H	2	Mana Spring	1
H	3	Mana Spring	2
I	2	Gil	1000
I	3	Gil	2000
J	2	Light Curtain	1
J	3	Light Curtain	2
K	1	Ether	1
K	2	Ether	2
K	3	Ether	3
L	1	Remedy	1
L	2	Remedy	2
L	3	Remedy	3
M	1	Remedy	2
M	2	Remedy	3
M	3	Remedy	4
N	1	Elixir	1
N	2	Elixir	2
N	3	Mythril Bangle	1
O	1	Phoenix Down	1
O	2	Phoenix Down	2
O	3	Phoenix Down	3
P	1	Hi-Potion	1
P	2	Hi-Potion	2
P	3	Hi-Potion	3

BACK IN THE DAYS OF FINAL FANTASY X...

Tidus, the brave hero of Final Fantasy X and star of the Zanarkand Abes blitzball team, witnessed the destruction of Zanarkand. In the ensuing turmoil, he encountered the mysterious Auron, who seemed to understand what was taking place, and who drew Tidus into the path of Sin, the monstrous force responsible for the city's obliteration.

1000 years later, following a long voyage, Yuna and her companions, Tidus, Kimahri, Lulu, Wakka, Rikku and Auron finally made it back to Zanarkand. Their task? To vanquish Sin, once and for all. Such a grave duty was bound to exact a high price, namely the possible loss of a companion. Thanks to the famous victory over Yunalesca, however, this sacrifice was avoided at the very last moment.

MONSTERS

Name	HP	EXP	Steal
Behemoth	1420	102	Phoenix Down x1 / Electro Marble x2
Flak Phyton	152	8	Budget Grenade x1 / x2
Gecko	228	22	Antidote x1 / x2
Mr. Goon	120	8	Budget Grenade x1 / x2
Ms. Goon	80	8	Budget Grenade x1 / x2
Nashorn	482	33	Potion x1 / Phoenix Down x1
White Elemental	77	28	Antarctic Wind x1 / x2

THE SHOP IN THE DOME (MAP 5-3)

Item	Gil	Description
Potion	50	Restores 200 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Iron Bangle	500	Maximum HP +20%
Silver Bracer	500	Maximum MP +40%
Mythril Gloves	1000	Defence +20
Defence Veil	1000	Magic Defence +20

MISSION: CLAIM THE TREASURE SPHERE

Your mission begins when you arrive at the Zanarkand Ruins (Map 5-1). First, go up the hill to your right where a man will approach you. Whether or not you remember him from Final Fantasy X, he will introduce himself as Isaaru (Fig. 1). After that, head left to reach the Dome (Map 5-2). Whatever you do, don't go down to the region of Mt. Gagazet!

Before entering the Dome take the opportunity to buy a few items from the lady on the left of the screen (Fig. 2). Silver Bracers, for example, may come in handy to a White Mage. If you are wondering what the monkeys are all about, be patient: their role will become apparent in Chapter 2.

When you enter the Interior (Map 5-4), you will meet a group of children. Answer their questions however you like. On your way to the Corridor (Map 5-5), you will see two Mr. Goons and one Ms. Goon loitering (Fig. 3). Eavesdrop on the first Mr. Goon to gain a clue to a puzzle, to be encountered later. (Put away your pen and paper; your clever heroines can remember such details). There will be a small battle after each of these encounters; nothing too strenuous for your indomitable warriors.

01

02

03

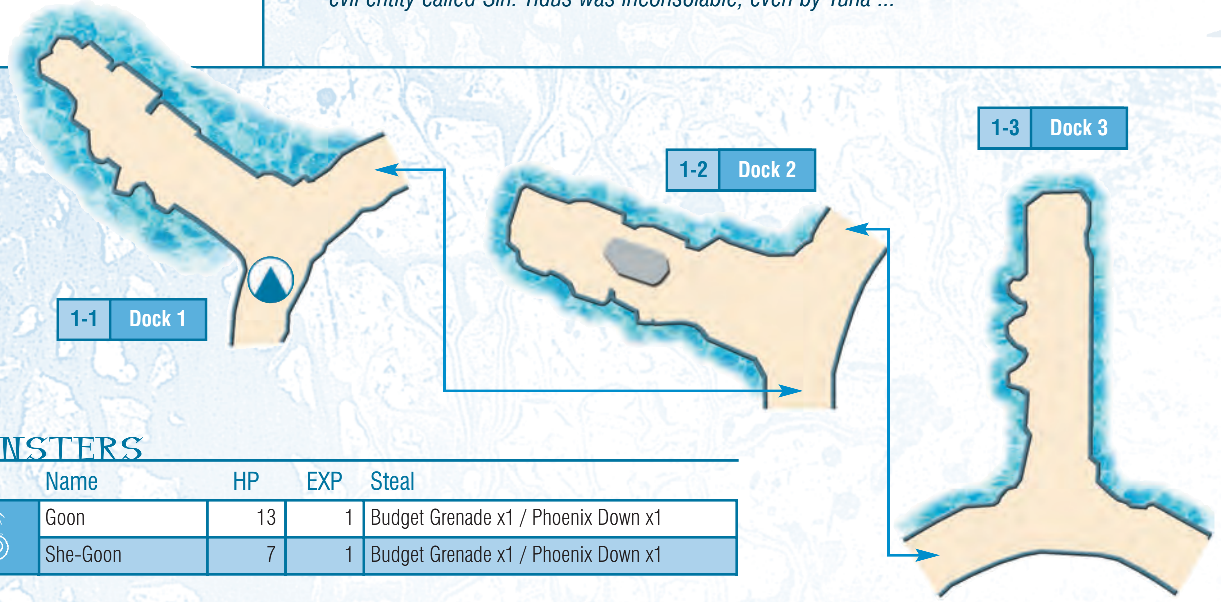
CHAPTER 1

LUCA

BACK IN THE DAYS OF FINAL FANTASY X...

Tidus, hero of Final Fantasy X, first visited Luca when he and Wakka were playing for the Besaid Aurochs blitzball team. Tidus initially went there to look for Auron, the man who had taken him to Spira. However, after meeting the lovely Yuna, Tidus found it hard to concentrate on anyone or anything else. It was plain for all to see that if Yuna so much as whistled, the smitten Tidus would come running.

Tidus' devotion was first put to the test when Yuna was kidnapped by Al Bhed pirates, prompting him to risk missing the final round of the Blitzball tournament in his effort to save her. Then, when the crucial match was over, monsters attacked the stadium. After defeating them, Tidus finally met up with Auron who revealed the shocking truth about the evil entity called Sin. Tidus was inconsolable, even by Yuna ...



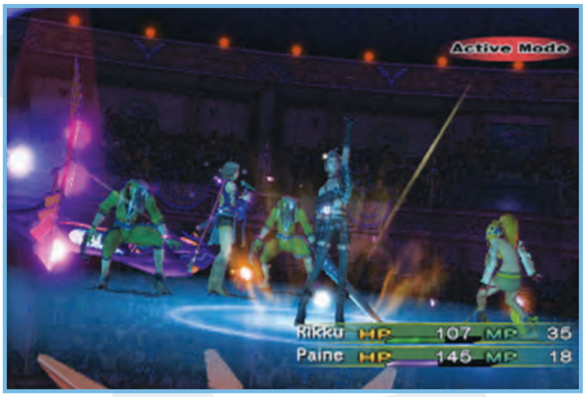
MONSTERS

	Name	HP	EXP	Steal
	Goon	13	1	Budget Grenade x1 / Phoenix Down x1
	She-Goon	7	1	Budget Grenade x1 / Phoenix Down x1

THREE LITTLE ANGELS!

After watching the opening concert, you will immediately be plunged into your first battle. Talk about a baptism of fire! Select Attack to subdue your three opponents without delay. Use Rikku's Steal Command to snatch items from the enemy and select Paine's Swordplay Command to unleash the Power Break attack (Fig. 1), which reduces your opponent's Strength and only costs 4 MP to use. The battle will continue while you select your Commands, so don't take too long. If your characters' HP drops too far, select Item and use a healing Potion. Be sure to concentrate all of your attacks on one opponent in order to knock them out before then turning your attention to the next. You can learn more about controlling your heroes and using powerful Chain attack combos in the How to Play chapter on pages 10, 11 and 18.

After defeating the first three opponents another battle awaits. Deal with your attackers swiftly, and regain control of Rikku. You should now be able to see a guide map in the top left-hand corner of the screen. This is Map 1-1. On your way to Dock 3 (Map 1-3), expect plenty of minor skirmishes as goons attempt to stop Rikku and Paine. This is nothing these girls can't handle.



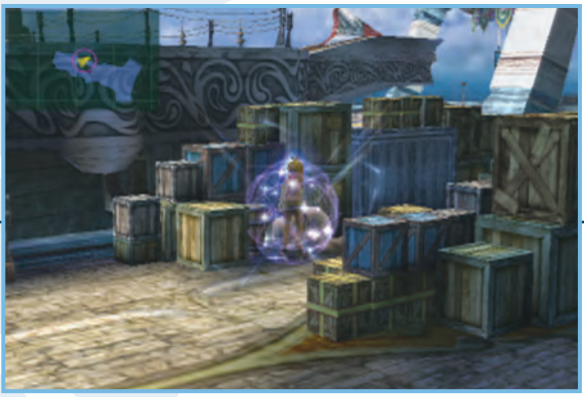
01

REVIVING A CHARACTER

If a party member's HP falls to 0 during a fight, you can revive her with a Phoenix Down. Should all members of the party lose all of their HP, it's Game Over. Please read the Items chapter on page 111 to learn more about recovery items.

TAKE A DETOUR

Take a detour between the stacks of crates in Dock 2 (Map 1-2). Here you will discover a cowering creature. If you press ⊗ (Fig. 2) it will heal you free of charge. This action will be rewarded later in the game with an extra scene and a higher Completed score (see page 156).



02

NEW OUTFIT, NEW ABILITIES

After reaching Dock 3 (Map 1-3) you will be greeted by Logos and Ormi. You'll become well acquainted with this annoying pair of hoodlums as the game progresses. Before they can cause too much trouble, Yuna will arrive to save the day, completing your heroic trio (Fig. 3). Having defeated Logos and Ormi, another fight follows, this time against Leblanc.

Your party will receive EXP, gil and other items after winning these battles. You will then find yourself in the Celsius, the Gullwing's airship.

03

THE BOSSES LOGOS, ORMI AND LEBLANC

Using Paine's Power Break should ensure an easy victory against Logos and Ormi. After Leblanc has transformed herself, you will be prompted to switch dresspheres for the first time in the game. To do this, simply press L1 then select Songstress on the Garment Grid. You can read more about dresspheres, spherechange and Garment Grids in the How to Play chapter (see pages 13-15 and 17). By using Yuna's new Darkness Dance ability, you will temporarily inflict Darkness on Leblanc, leaving her virtually helpless against Paine's Power Break.

ORMI

Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	2	HP	97	MP	0
Strength	11	Defence	60	Magic	1	Magic Def	1	Fire	-	Lightning	-	Gravity	IMM		
Agility	40	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	75%	Normal	Iron Bangle x1	**Bribe**	Normal	-
Gil	200	Rare	Iron Bangle x1		Rare	-

Characteristic	Immunity:	Silence, Berserk, Curse, Eject, Auto-Life, Stop, Doom, Zanmato, Delay, Scan, %-Damage
	Resistance:	Zantetsu (20%)

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Phoenix Down x1	3	1	60

LOGOS

Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	2	HP	86	MP	18
Strength	6	Defence	2	Magic	5	Magic Def	1	Fire	-	Lightning	-	Gravity	IMM		
Agility	70	Luck	5	Evasion	18	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	75%	Normal	Silver Glasses x1	**Bribe**	Normal	-
Gil	200	Rare	Silver Glasses x1		Rare	-

Characteristic	Immunity:	Silence, Berserk, Curse, Eject, Auto-Life, Stop, Doom, Zanmato, %-Damage
	Resistance:	Zantetsu (20%)

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Phoenix Down x1	3	1	60

LEBLANC

Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	5	HP	130	MP	101
Strength	14	Defence	2	Magic	8	Magic Def	37	Fire	-	Lightning	-	Gravity	IMM		
Agility	88	Luck	10	Evasion	12	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	75%	Normal	Silver Bracer x1	**Bribe**	Normal	-
Gil	500	Rare	Silver Bracer x1		Rare	-

Characteristic	Immunity:	Berserk, Curse, Eject, Auto-Life, Stop, Doom, Zanmato, %-Damage
	Resistance:	Zantetsu (24%)

Drop	Normal	Hi-Potion x1	EXP	AP	Gil
50%	Rare	Phoenix Down x1	8	2	180

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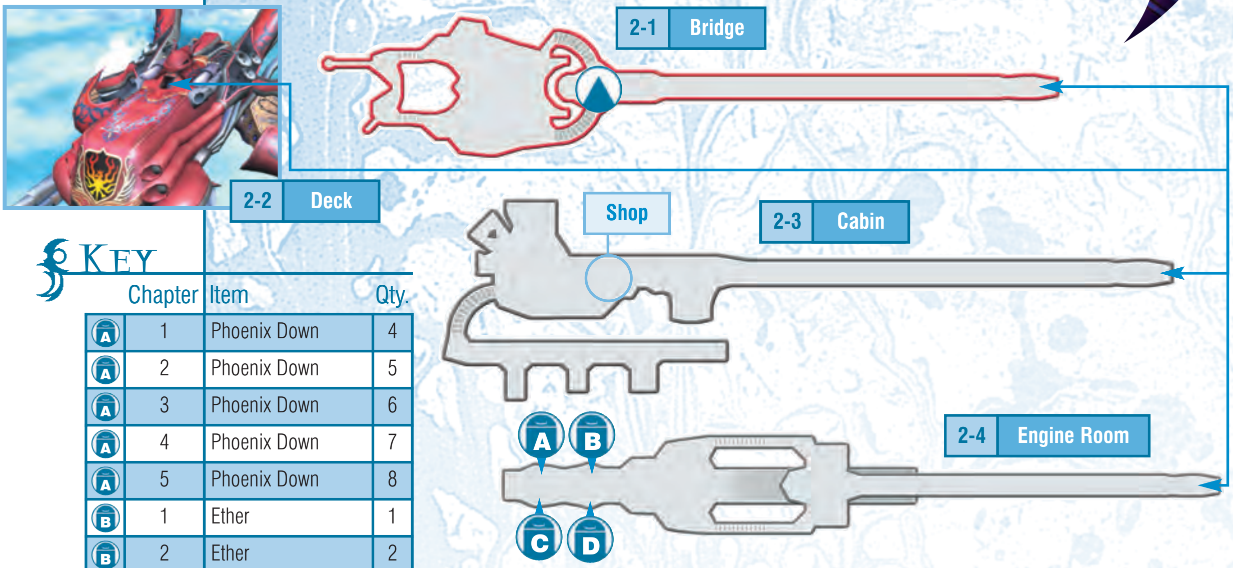
CELSIUS



KEY

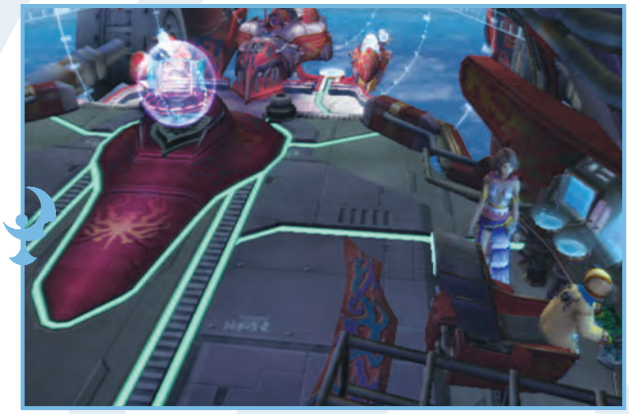
	Chapter	Item	Qty.
A	1	Phoenix Down	4
A	2	Phoenix Down	5
A	3	Phoenix Down	6
A	4	Phoenix Down	7
A	5	Phoenix Down	8
B	1	Ether	1
B	2	Ether	2
B	3	Ether	3
B	4	Turbo Ether	3
B	5	Turbo Ether	4
C	1	Potion	4
C	2	Potion	8
C	3	Hi-Potion	4
C	4	Hi-Potion	8
C	5	X-Potion	4
D	1	Remedy	3
D	2	Remedy	4
D	3	Remedy	5
D	4	Remedy	6
D	5	Remedy	7

THE GULLSTORE IN THE CABIN

Item	Gil	Description.
Potion	50	Restores 200 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Twist Headband	3000	Defence +4, Magic Defence +4, Guards against Sleep
White Cape	3000	Defence +4, Magic Defence +4, Guards against Silence
Silver Glasses	3000	Defence +4, Magic Defence +4, Guards against Darkness
Star Pendant	4000	Defence +4, Magic Defence +4, Guards against Poison

A SHORT TOUR

You now find yourself on board the airship Celsius. First of all, talk to Shinra who will be sitting on the right (Fig. 1). The precocious youngster is a veritable walking encyclopaedia and can answer (almost) any of your questions. During the conversation select "Shinra's Guide to Everything" followed by "Using Garment Grids" in order to receive the Vanguard Garment Grid.



01

Next, talk to Brother to learn about the Al Bhed language. Collecting Al Bhed Primers will enable you to translate this mysterious dialect one letter at a time. Brother gets you started by giving you three Al Bhed Primers. Several different factors dictate which of the 26 Al Bhed Primers you receive here – please refer to the Secrets chapter on page 199 to learn more. Afterwards, chat to Buddy in order to obtain a fourth Al Bhed Primer.

On your way to the lift, you will come across a Save Sphere, where you can save your game on a memory card. At the same time, all of your characters' HP and MP will be restored – even if you choose Cancel instead of Save.

02

03

Ride the lift down to the Engine Room (Map 2-4), where you will find four treasure chests containing useful items (Fig. 2). Afterwards, ride the lift to the Cabin. Talk to Barkeep (Fig. 3), the friendly creature tending the bar. He will be pleased to sell you items and equipment and also buy anything you might want to sell. Select "Rest" from Barkeep's menu if you want to use his comfy hotel area for free. If you rest here at least once in each chapter of the game, you will be rewarded with a special scene in Chapter 5.

Once you head back to the lift, you will be called to the Bridge. Follow the instructions and go towards the front of the Bridge. A description of the Sphere Hunt mission will appear on the screen. Confirm your selection with ⊗ and head for Mt. Gagazet.

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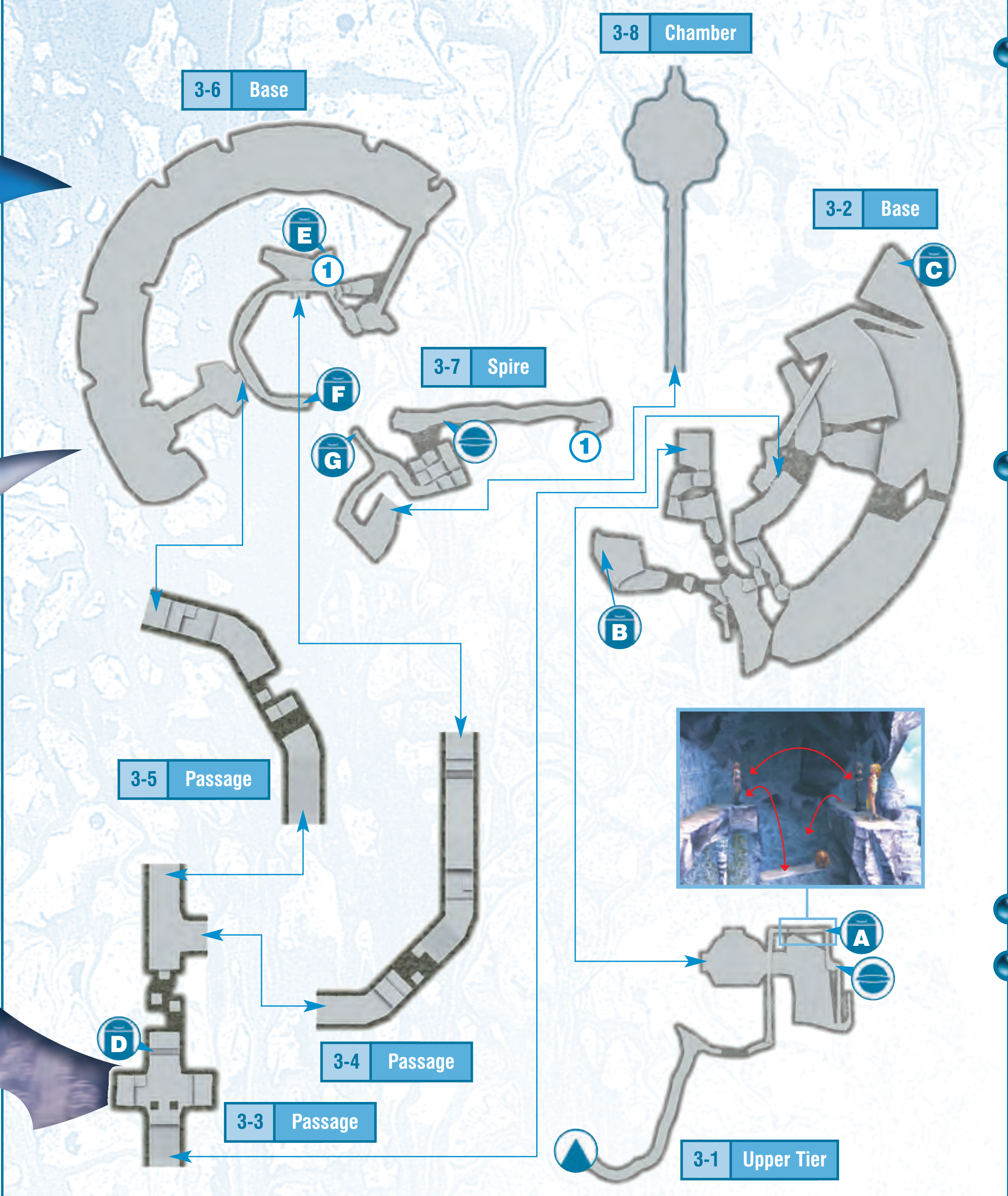
MT. GAGAZET: FLOATING RUINS



KEY

	Chapter	Item	Qty.
A	1	Yellow Ring	1
B	1	Elixir	1
C	1	Mega Phoenix	1
D	1	White Ring	1
E	1	Red Ring	1
F	1	Star Pendant	1
G	1	Muscle Belt*	1
G	3	Muscle Belt	1
G	4	Muscle Belt	1
G	5	Muscle Belt	1

MONSTERS

Name	HP	EXP	Steal
Ahriman	99	2	Potion x1 / Phoenix Down x1
Bomb	140	2	Potion x1 / Bomb Fragment x1
Divebeak	10	2	Potion x1 / Ether x1
Goon	13	1	Budget Grenade x1 / Phoenix Down x1
Leblanc	120	20	Tiara x1 / x 1
Logos	100	10	White Cape x1 / x1
Ormi	130	10	Gauntlets x1 / x1
Recoil	38	1	Budget Grenade x1 / Phoenix Down x1
She-Goon	7	1	Budget Grenade x1 / Phoenix Down x1
Yellow Elemental	12	2	Potion x1 / Electro Marble x1

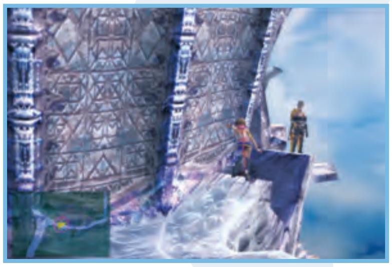
---

* Only available if you have completed the mission Outrun the Leblanc Syndicate (see page 58) within the set time period.

UP AND DOWN

Follow the only path possible until you arrive at a chasm. Simply hold ◎ whilst moving to jump over it (Fig. 1). Hold ◎ again in order to climb up the step. You will see a treasure chest at the bottom of the next chasm (Fig. 2). Let yourself drop down, rather than pressing ◎ and jumping past the chest. After you retrieve the Yellow Ring from the treasure chest, climb back up and jump towards Paine and Rikku. Immediately equip one of your characters with the Yellow Ring so that she can cast Thunder during battle. (Please refer to the How to Play chapter, page 13 for instructions on how to equip characters with accessories).

The stairs lead down to a Save Sphere. Press the switch on the wall to the left to activate the lift. Ride it down to the Base (Map 3-2). When you arrive after a somewhat bumpy journey, jump down the steps then climb up the other side, to reach the plateau (Fig. 3), where you will be confronted once again by Logos, Ormi and Leblanc. Eliminate each of them in turn, using the Power Break and Darkness Dance attacks to good effect.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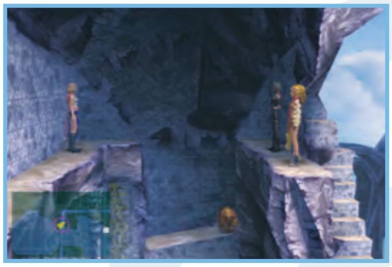
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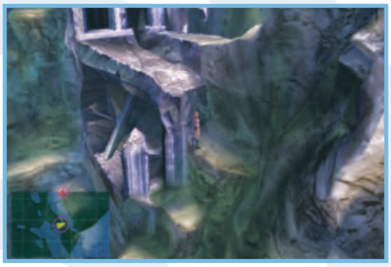
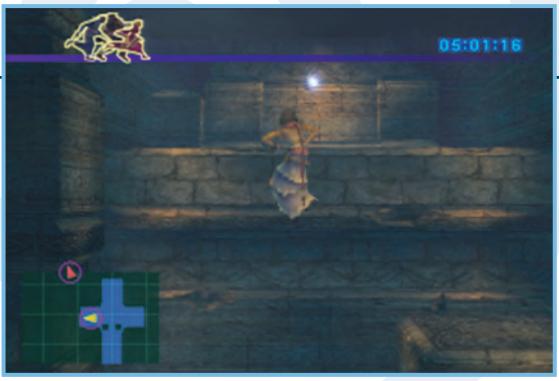

03

MISSION: OUTRUN THE LEBLANC SYNDICATE!

Now a mission will begin in which the Gullwings must beat the Syndicate to the top of the ruins within six minutes. Your path will be blocked by numerous monsters, so now would be a good time to equip all of your party with the Warrior dressphere. During these frequent, random battles the countdown stops. You can select the Escape Command from the Commands menu by pressing the right directional button. This will enable you to flee, should you desire to do so.

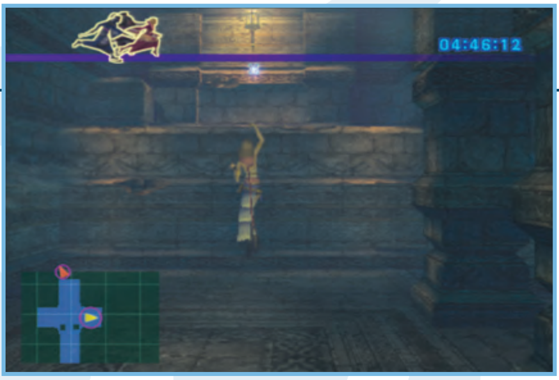
Incidentally, the treasure chests can only be plundered during the dash for the summit, as you will be unable to turn back after reaching the top. As soon as you enter the Passage (Map 3-3) you will see a red arrow on the guide map, which will show you where to go next.



04

A SMALL DETOUR

Climb up to, and press, each of the switches on either side of the first hall (Figs. 4 and 5) to lower a platform further on in the level. Doing this enables you to navigate the right-hand branch of the Passage, which leads to a dead-end outside, where you'll find a treasure chest containing a Red Ring (Map 3-6). Now head back the way you came until you reach the junction and take the other path North. Provided you don't take too much time admiring the scenery, you should easily manage to cover the rest of the route within the time limit.

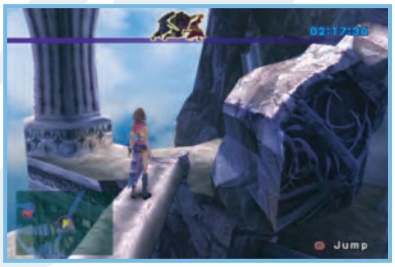


05

ON YOUR WAY TO THE SUMMIT

After crossing the Base plateau (Map 3-6), you must jump from the fallen column bridge back onto the central ruin (Fig. 6), in order to continue your climb towards the summit. If you have time, take a small detour around the side of the tower and collect the Star Pendant. Otherwise, jump onto the ledge (Fig. 7) and make your way up to the Spire (Map 3-7).

If you haven't exceeded the time limit on reaching the next Save Sphere, you will see Logos, Ormi and Leblanc stuck in an awkward situation. The countdown will stop, leaving you free to take your time from this point on. Provided that you have completed the mission within the time limit, you will soon reach a treasure chest containing a Muscle Belt. If you failed to make the time limit, the chest will be empty and the item contained will not reappear until Chapter 3. It is now time to enter the Chamber and face the giant arachnid boss, Boris. After defeating the eight-legged fiend, leave the hall and return to the Celsius.



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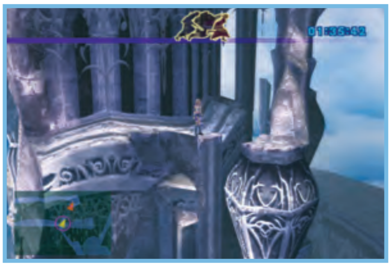


07

THE BOSS BORIS

Pummel Boris with Power Break and unleash potent Fire attacks such as Flametongue in order to relieve him of his 480 HP as swiftly as possible. Every fourth turn Boris will launch his Sticky End web attack, which inflicts Stop on several party members. Fortunately, the resulting paralysis is only temporary, but if you're feeling impatient, use Remedy for an instant cure.

BORIS

Oversoul	✓	Class	Arachnid	Chapters	1	2	3	4	5	Level	8 (14)	HP	480 (804)	MP	0 (0)
Strength	16 (18)	Defence	3 (3)	Magic	2 (2)	Magic Def	1 (1)	Fire	x2	Lightning	-	Gravity	-		
Agility	95 (124)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-		

Steal	100% (50%)	Normal	Remedy x1 (Kinesis Badge x1)	**Bribe**	Normal	Antidote x30 (Star Pendant x1)
Gil	700 (1000)	Rare	Remedy x2 (Kinesis Badge x1)		Rare	Pretty Orb x1 (Star Pendant x1)

Characteristic	Immunity:	Death, Sleep, Poison, Confusion, Berserk, Curse, Stop, Doom
	Resistance:	Eject (39%), Zantetsu (18%)

Drop	Normal	Star Pendant x1 (Star Pendant x1)	EXP	AP	Gil
100% (100%)	Rare	Star Pendant x1 (Star Pendant x1)	26 (120)	1 (2)	300 (3)

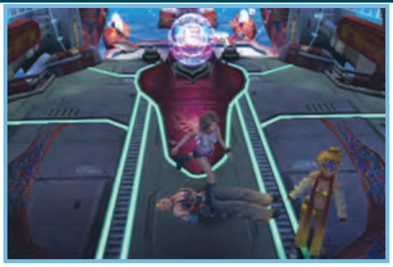
CELSIUS

The maps and key to the Celsius can be found on page 55.

A HARD CHOICE

Before doing anything else on board the Celsius, go over and talk to Brother (Fig. 1) who is lying on the ground. Select "comfort him" when prompted to increase your Completed score. You will be unable to talk to Brother after you have spoken to Shinra.

Take some time to chat to Shinra and you will be rewarded with a Black Mage dressphere. You will not have the time to familiarise yourself with this as you will have to choose one of two locations, known as "Hotspots": Besaid Island and Zanarkand Ruins. After having read the description of the Hotspots, confirm your choice by pressing ⊗. The order in which you choose to visit each Hotspot will have some effect on the outcome of the game, although you might like to select the easier mission first. Alternatively, you can choose to return to the Bridge by pressing ◎.



01

If you would like to take the quickest route through the game, select one of the Hotspots. Otherwise, you can choose from a variety of optional tasks outlined in the "What's Next?" box below. We have included these tasks in the Secrets chapter (see page 156) as they aren't absolutely necessary to complete the game.

WHAT'S NEXT?

The following tasks will now become available but pay attention to the Notes, as some missions will only appear under certain circumstances.

Location	Mission	Notes	Page
Besaid Island	**Hotspot**	**-**	**60**
Zanarkand Ruins	**Hotspot**	**-**	**64**
Luca	Real Commotion?	No longer possible after Awesome Sphere Heist!	156
Mushroom Rock Road	Mushroom Rock Fiends	-	160
Mushroom Rock Road	Take one person aboard the Celsius and gather information	Only possible after Mushroom Rock Fiends	160
Moonflow	Guard the Hypello	No longer possible after Awesome Sphere Heist!	161
Mi'ihen Highroad	Gather information	-	159
Guadosalam	Gather information	-	161
Macalania Woods	Pursue O'aka	-	162
Celsius	Settle O'aka's debts	Only possible after you've rescued O'aka. Available up to Chapter 3	168
Bevelle	Gather information	-	163
Thunder Plains	Gather information	-	161
Djose Temple	Receive your Letter of Introduction	-	160
Bikanel Desert	Find the Al Bhed component	Only possible after you've obtained your Letter of Introduction	163
Calm Lands	Gather information	-	165
Mt. Gagazet	Gather information	-	167

BESAID ISLAND

Key

	Chapter	Item	Qty.
A	5	Black Lore	1
B	1	Chocobo Wing	2
B	2	Wall Ring	1
B	3	Moon Bracer	1
B	5	Twilight Rain	1
C	1-5	Raging Giant	1
D	1	Hi-Potion	1
D	2	Hi-Potion	2
D	3	X-Potion	1
D	5	X-Potion	2
E	1	Gil	1000
E	2	Gil	1500
E	3	Gil	2500
E	5	Gil	3500
F	1	Potion	2
F	2	Potion	3
F	3	Hi-Potion	2
F	5	Mega-Potion	1
G	1	Ether	1
G	2	Ether	2
G	3	Ether	3
G	5	Ether	4
H	1	Cipher	-
I	1	Cipher	-
J	1	Cipher	-
K	1	Cipher	-

Back in the Days of Final Fantasy X...

Whilst on a salvage ship close to Besaid Island, Tidus first learned from Rikku about the destruction of his hometown of Zanarkand some 1000 years before. As crazy as it may seem, Tidus never gave up on his heartfelt wish to return to Zanarkand should he ever defeat Sin.

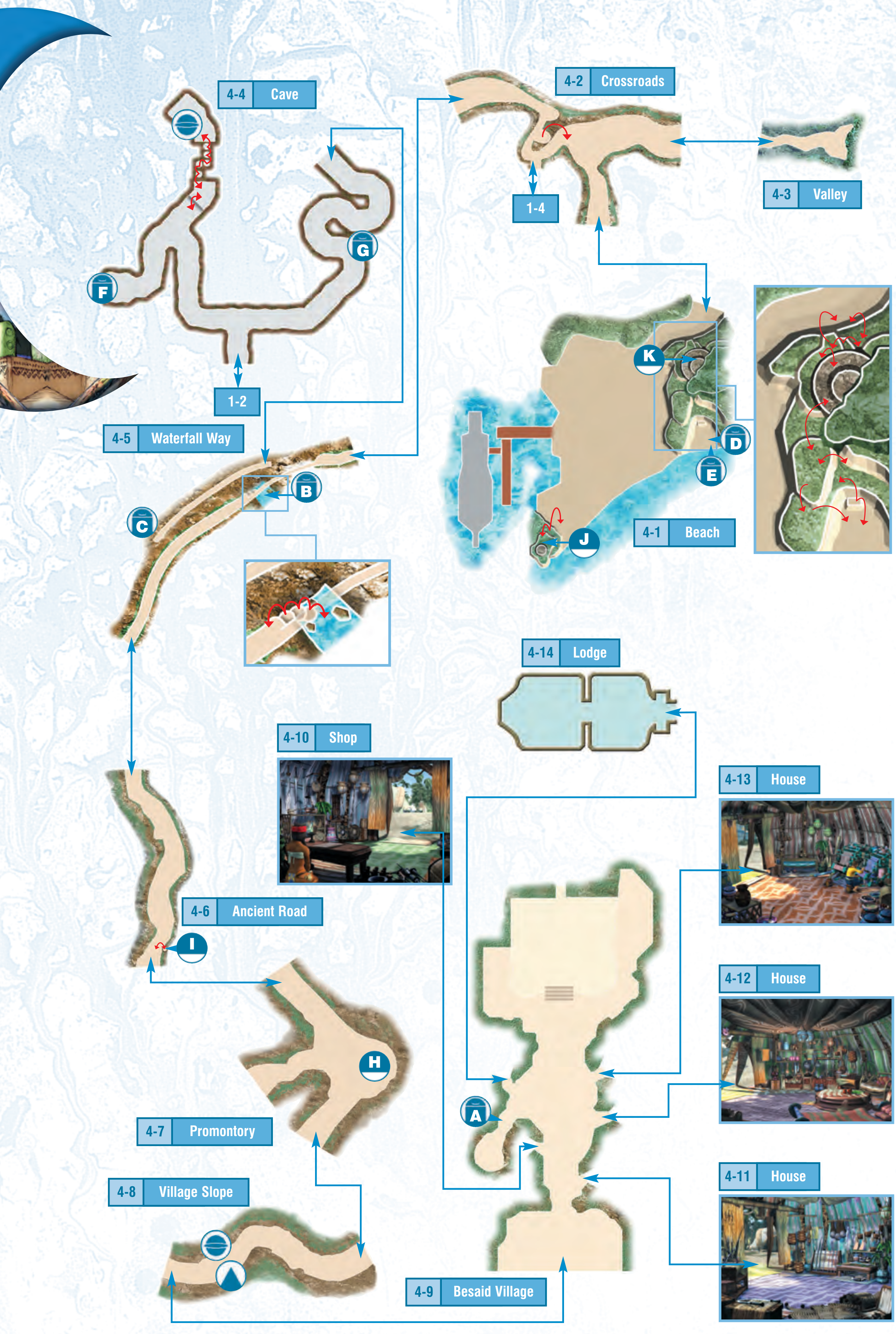
Later, in Besaid village, Tidus heard about an apprentice summoner who had failed to return from her sacred trial, and decided to search for her, entering the local temple, though doing so was forbidden. Sure enough, he finally discovered the chosen one: Yuna, and met her guardians, Lulu and Kimahri.

Monsters

Name	HP	EXP	Steal
Chocobo	366	-	-
Coeurl	320	24	Phoenix Down x1 / x2
Coyote	74	3	Potion x1 / Phoenix Down x1
Flan Azul	55	5	Potion x1 / Fish Scale x1
Iron Giant	222	20	Budget Grenade x1 / Grenade x1
Purpurea	196	14	Echo Screen x1 / Remedy x1
Sahagin	60	3	Potion x1 / Fish Scale x1
Sallet	60	4	Potion x1 / Light Curtain x1

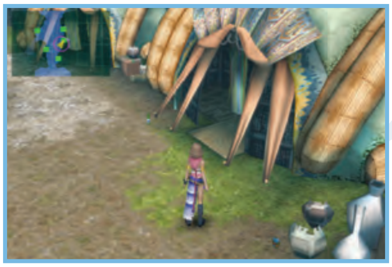
The Shop in Besaid Village (Map 4-10)

Item	Gil	Description
Potion	50	Restores 200 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Watery Gleam	3000	Strength +8, most Abilities receive the Water element
Blue Ring	3000	Magic +4, halves the damage caused by Water attacks and allows the user to cast Water


4-4 Cave
4-2 Crossroads
4-3 Valley
1-4
F
G
1-2
4-5 Waterfall Way
K
D
E
B
C
J
4-1 Beach
4-14 Lodge
4-10 Shop
4-13 House
4-6 Ancient Road
I
4-12 House
H
A
4-7 Promontory
4-11 House
4-8 Village Slope
4-9 Besaid Village

BESAID ISLAND SPHERE HUNT

From your starting point near the Save Sphere on the Village Slope (Map 4-8), turn left and go down into the village (Map 4-9). Here you can visit the local shop (Map 4-10) selling a range of items. The Besaid Key can be purchased here and used to open the chest in the temple (Map 4-17). However, it's exceedingly expensive to buy at 900 000 Gil. You will subsequently find that the key has been sold, when you return. Still, you can obtain the item later by completing a secondary mission in Chapter 3 – so leave your wallet in your pocket for now.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After stocking up, go and talk to Lulu, who you will find in the middle hut (Map 4-12) on the right-hand side of the village (Fig. 1). Go for a brief walk around the village, then return to Lulu's home and agree to spend the night there. In the morning, go outside and talk to her again. She will report that Wakka has set out to explore a remote cave. Offer to help find him and the mission, Where´s Wakka, will start.

MISSION: WHERE'S WAKKA

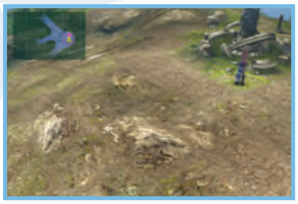
You learn from the villagers that you need to find four Ciphers in order to enter the Cave (Map 4-4). When found, press ⊗ to view a Cipher. The Cipher will be saved automatically, so you don't have to scrabble about for a pen to write the details down.

The Ciphers will be marked in red on the map, and you can find them in the following locations:

- At the monument (Fig. 2) on the Promontory (Map 4-7, Symbol H).
- On top of the destroyed column (Fig. 3) on the Ancient Road (Map 4-6, Symbol I), onto which you can climb using ◎.
- Hidden in the grass (Fig. 4) on a ledge on the Beach (Map 4-1, Symbol J).
- At the ruins, above the cliff which you can reach by going to the far left of the screen where the two children (Fig. 5 and Fig. 6) are playing (Map 4-1). Climb up by pressing ◎. You can drop down on the other side to reach two treasure chests in the small bay shown in Map 4-1.

You will find the wooden cave door at the Crossroads (Map 4-2) (Fig. 7). Enter the Ciphers to open the door.

When you reach the first crossroads in the cave, you can only go left; the road to the right will usually be impassable before Chapter 3 unless you had enough gil to buy the Besaid Key from the shop, and used it to open the chest in the temple. A few steps beyond the next Save Sphere you will see the Besaid Sphere. When you try to take it, a hideous face will emerge from the gloom, behind you. Get ready to face the next boss, the Flame Dragon. Following your victory here, the White Mage dressphere will be yours. Now return to Wakka to complete the mission and get the Besaid Sphere and Protection Halo Garment Grid before boarding the Celsius.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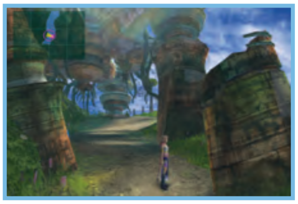
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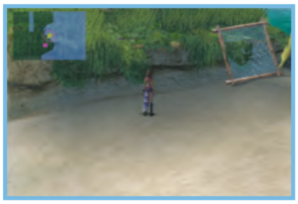
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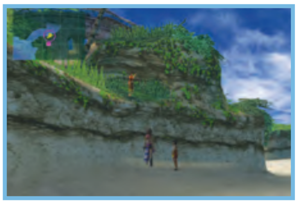
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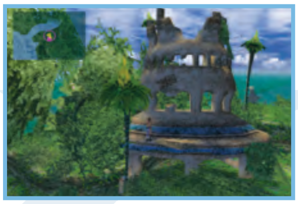
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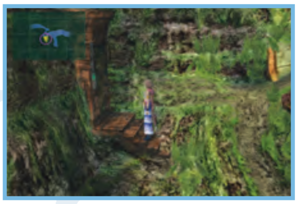
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THE BOSS FLAME DRAGON

If you have any accessories that provide protection against fire attacks, don't let them gather dust, equip them before battle commences.

Although the Flame Dragon is a fierce-looking foe, you can weaken it somewhat with Power Break. Make sure the girls attack together; that way you can inflict more damage with Chain combinations (see page 18 in the How To Play chapter). As long as you take care to quickly heal any injured characters, you should encounter few problems with this boss battle.

FLAME DRAGON

Oversoul	✓	Class	Dragon	Chapters	1	2	3	4	5	Level	16 (21)	HP	980 (1883)	MP	84 (84)

Strength	37 (37)	Defence	38 (38)	Magic	48 (48)	Magic Def	1 (1)	Fire	x1/2	Lightning	-	Gravity	IMM
Agility	78 (107)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	100% (100%)	Normal	Hi-Potion x1 (Hi-Potion x4)	**Bribe**	Normal	Fire Gem x30 (NulBlaze Ring x1)
Gil	800 (1600)	Rare	Hi-Potion x2 (Hi-Potion x4)		Rare	Fire Gem x40 (Crimson Ring x4)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Confusion, (Berserk), Curse, Auto-Life, Stop. Delay, %-Damage
	Resistance:	Darkness (20%), Eject (16%), Zantetsu (6%)

Drop	Normal	Red Ring x1 (Red Ring x1)	EXP	AP	Gil
100% (100%)	Rare	Red Ring x1 (Red Ring x1)	60 (180)	1 (2)	300 (350)

CELSIUS

A SHORT BREATHER

The maps and key to the Celsius can be found on page 55.

Before you throw yourself into the next mission, maybe you should pay a visit to the Gullstore in the Cabin. Who knows, you may find something useful…

You will now have two additional Garment Grids: Vanguard and Protection Halo. Equip at least one of the girls with the White Mage dressphere so that she can use the Pray Command and continually heal the party during battle. Read the Dresspheres chapter for further information.

Your next Hotspot will take you to the Zanarkand Ruins. Speak to Buddy, and then set off!

WHAT'S NEXT?

The following tasks will now become available but pay attention to the Notes, as some missions will only appear in certain circumstances.

Location	Mission	Notes	Page
Zanarkand Ruins	**Hotspot**	**-**	**64**
Luca	Real Commotion?	No longer possible after Awesome Sphere Heist!	156
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Mushroom Rock Road	Take one person aboard the Celsius and gather information	Only possible after Mushroom Rock Fiends	160
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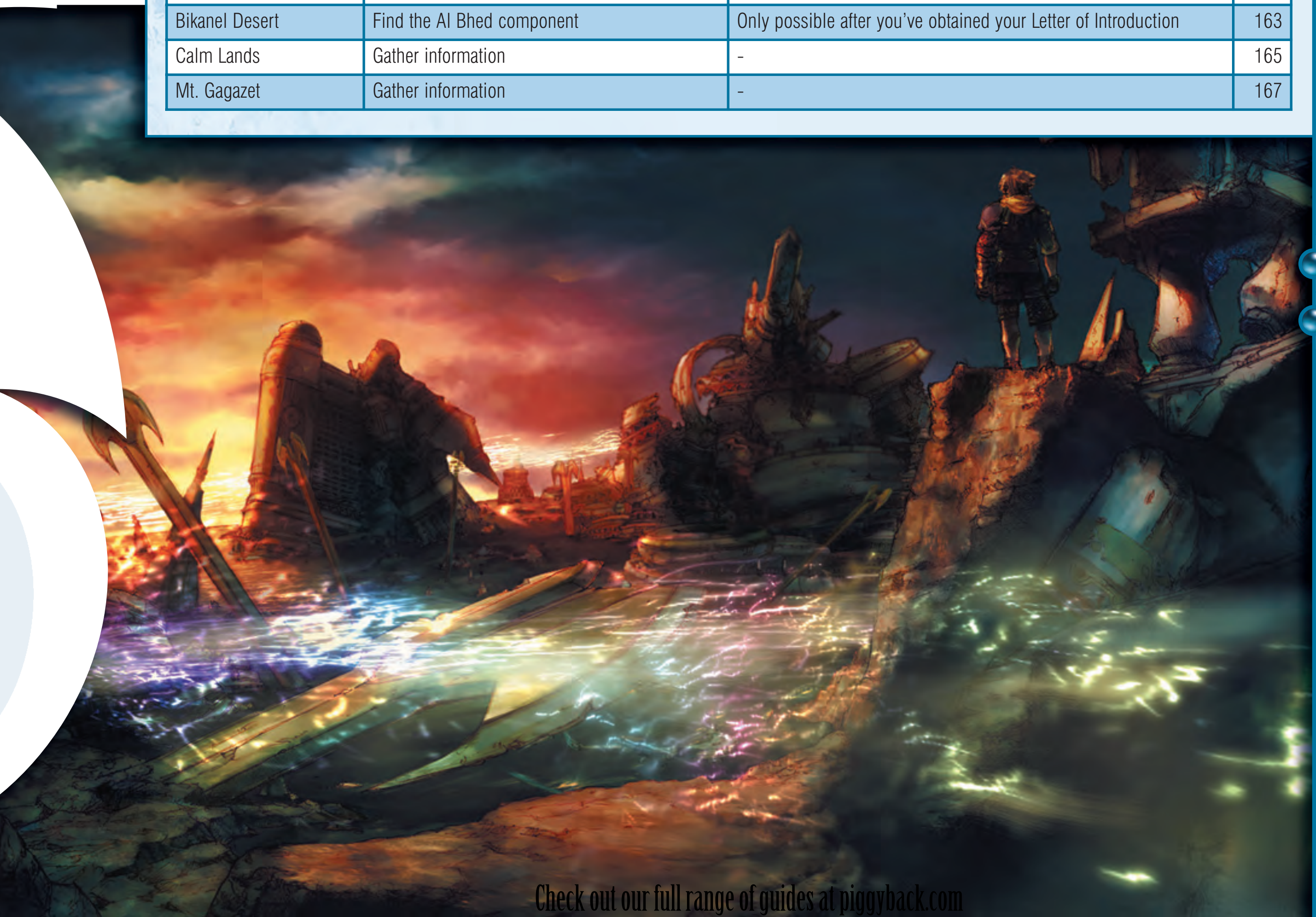
Mi'ihen Highroad	Gather information	-	159
Guadosalam	Gather information	-	161
Macalania Woods	Pursue O'aka	-	162
Celsius	Settle O'aka's debts	Only possible after you've rescued O'aka. Available up to Chapter 3	168
Bevelle	Gather information	-	163
Thunder Plains	Gather information	-	161
Djose Temple	Receive your Letter of Introduction	-	160
Bikanel Desert	Find the Al Bhed component	Only possible after you've obtained your Letter of Introduction	163
Calm Lands	Gather information	-	165
Mt. Gagazet	Gather information	-	167



Characters
How to Play
Dresspheres
Walkthrough
Items
Monsters
Secrets
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Chapter 1
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Chapter 5
Luca
Celsius
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Celsius
Besaid Island
Celsius
Zanarkand Ruins
Kilika Island

ZANARKAND RUINS

KEY

	Chapter	Item	Qty.
A	1	Mega Phoenix	1
A	2	Dispel Tonic	1
A	3	Dispel Tonic	2
A	5	Dispel Tonic	3
B	1	Phoenix Down	1
B	2	Phoenix Down	2
B	3	Phoenix Down	3
B	5	Phoenix Down	4
C	2	Hi-Potion	2
C	3	Hi-Potion	3
D	2	Grenade	2
D	3	S-Bomb	2
E	2	L-Bomb	2
E	3	Stamina Spring	1
F	2	Remedy	1
F	3	Remedy	2
G	2	Lunar Curtain	1
G	3	Lunar Curtain	2
H	2	Mana Spring	1
H	3	Mana Spring	2
I	2	Gil	1000
I	3	Gil	2000
J	2	Light Curtain	1
J	3	Light Curtain	2
K	1	Ether	1
K	2	Ether	2
K	3	Ether	3
L	1	Remedy	1
L	2	Remedy	2
L	3	Remedy	3
M	1	Remedy	2
M	2	Remedy	3
M	3	Remedy	4
N	1	Elixir	1
N	2	Elixir	2
N	3	Mythril Bangle	1
O	1	Phoenix Down	1
O	2	Phoenix Down	2
O	3	Phoenix Down	3
P	1	Hi-Potion	1
P	2	Hi-Potion	2
P	3	Hi-Potion	3

BACK IN THE DAYS OF FINAL FANTASY X...

Tidus, the brave hero of Final Fantasy X and star of the Zanarkand Abes blitzball team, witnessed the destruction of Zanarkand. In the ensuing turmoil, he encountered the mysterious Auron, who seemed to understand what was taking place, and who drew Tidus into the path of Sin, the monstrous force responsible for the city's obliteration.

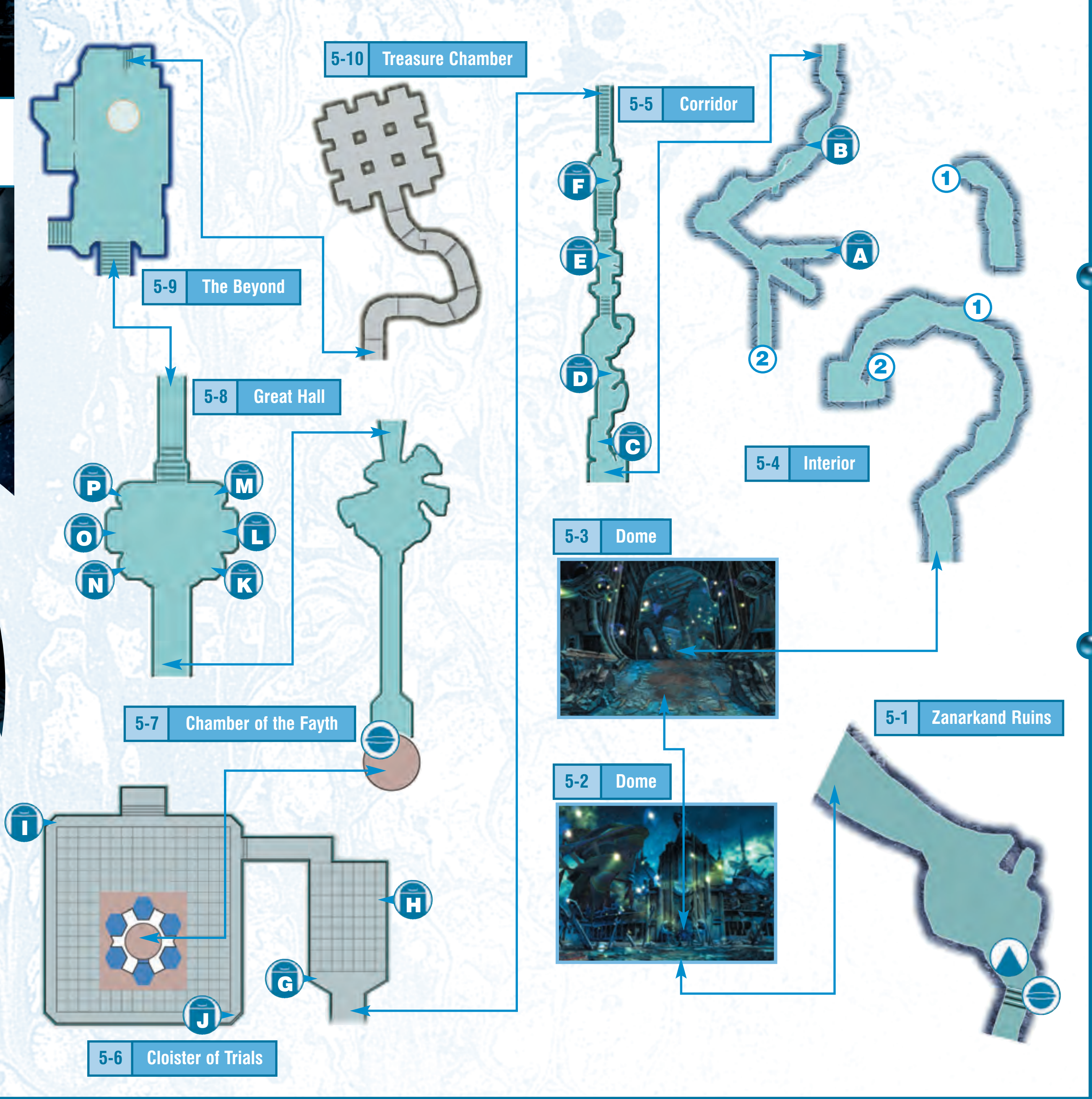
1000 years later, following a long voyage, Yuna and her companions, Tidus, Kimahri, Lulu, Wakka, Rikku and Auron finally made it back to Zanarkand. Their task? To vanquish Sin, once and for all. Such a grave duty was bound to exact a high price, namely the possible loss of a companion. Thanks to the famous victory over Yunalesca, however, this sacrifice was avoided at the very last moment.

MONSTERS

Name	HP	EXP	Steal
Behemoth	1420	102	Phoenix Down x1 / Electro Marble x2
Flak Phyton	152	8	Budget Grenade x1 / x2
Gecko	228	22	Antidote x1 / x2
Mr. Goon	120	8	Budget Grenade x1 / x2
Ms. Goon	80	8	Budget Grenade x1 / x2
Nashorn	482	33	Potion x1 / Phoenix Down x1
White Elemental	77	28	Antarctic Wind x1 / x2

THE SHOP IN THE DOME (MAP 5-3)

Item	Gil	Description
Potion	50	Restores 200 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Iron Bangle	500	Maximum HP +20%
Silver Bracer	500	Maximum MP +40%
Mythril Gloves	1000	Defence +20
Defence Veil	1000	Magic Defence +20


5-10 Treasure Chamber
5-9 The Beyond
5-8 Great Hall
5-7 Chamber of the Fayth
5-6 Cloister of Trials
5-5 Corridor
5-4 Interior
5-3 Dome
5-2 Dome
5-1 Zanarkand Ruins
A
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2

MISSION: CLAIM THE TREASURE SPHERE

Your mission begins when you arrive at the Zanarkand Ruins (Map 5-1). First, go up the hill to your right where a man will approach you. Whether or not you remember him from Final Fantasy X, he will introduce himself as Isaaru (Fig. 1). After that, head left to reach the Dome (Map 5-2). Whatever you do, don't go down to the region of Mt. Gagazet!

Before entering the Dome take the opportunity to buy a few items from the lady on the left of the screen (Fig. 2). Silver Bracers, for example, may come in handy to a White Mage. If you are wondering what the monkeys are all about, be patient: their role will become apparent in Chapter 2.

When you enter the Interior (Map 5-4), you will meet a group of children. Answer their questions however you like. On your way to the Corridor (Map 5-5), you will see two Mr. Goons and one Ms. Goon loitering (Fig. 3). Eavesdrop on the first Mr. Goon to gain a clue to a puzzle, to be encountered later. (Put away your pen and paper; your clever heroines can remember such details). There will be a small battle after each of these encounters; nothing too strenuous for your indomitable warriors.

01

02

03

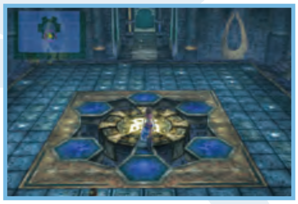
AN ATTRACTION OF A SLIGHTLY DIFFERENT KIND...

All the treasure chests in the Corridor (Map 5-5) and the Cloister (Map 5-6) are open and empty; the chests will only contain items from Chapter 2 onwards. In the large hall (Map 5-6), the clue that you heard earlier will be repeated. Use the lift in the centre of the hall (Fig. 4) to go down.

Upon arriving in the Chamber of the Fayth (Map 5-7), it would be wise to save your game before venturing down the narrow corridor. You will run into Cid in the next room. Take the opportunity to complain to him about the way the place is run. Your answer will influence the dialogue later in the game (see the Secrets chapter, page 173). The corpulent gentleman next to Cid will also have a tip for you.

After entering The Beyond (Fig. 5 and Map 5-9), you will be prompted to give a password and then asked a philosophical question. You already know the first answer; to work out the second, all you have to do is listen carefully to the voice. Does it sound familiar? You met the owner of this mysterious voice shortly after arriving at Zanarkand Ruins. If you give the right answer ("Is that you Isaaru?"), the Heart Reborn Garment Grid will be yours.

Before you start looking for the treasure sphere, you should save your game again. This is your last chance in Chapter 1 to return to the Celsius or spend some time on secondary missions (see What's Next? on page 63) should you so desire. The Guardian Beast boss will be waiting for you at the end of the Treasure Chamber (Map 5-10), whatever you decide. Disenchantment will follow your victory, for you only find a sphere fragment rather than a whole sphere. Get back on board the Celsius and travel to Kilika Island immediately.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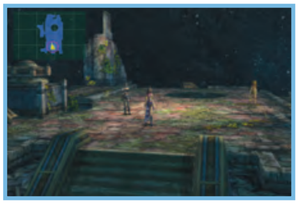

05

THE BOSS GUARDIAN BEAST

One party member should be designated as a White Mage to provide constant healing for the others, not only using Pray but also casting Cure and Cura, if you have these. Heal the whole party by pressing the right directional button when selecting the target of the spell. Make another party member a Songstress, and have her inflict Darkness with Darkness Dance. The enemy attack, Damocles Photon, is devastating, and will severely damage all party members. Protect them by casting the White Mage spell, Shell, and then keep healing as rapidly as possible. If a party member is affected by Curse, administer some Holy Water.

GUARDIAN BEAST

Oversoul	✓	Class	Sacred Beast	Chapters	**1**	2	**3**	4	**5**	Level	18 (26)	HP	2886 (4030)	MP	1000 (1000)

Strength	65 (75)	Defence	60 (60)	Magic	46 (46)	Magic Def	3 (3)	Fire	x2	Lightning	x2	Gravity	IMM
Agility	112 (146)	Luck	6 (8)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	x2	Holy	x2

Steal	50% (100%)	Normal	Defence Veil x1 (Mystery Veil x1)	**Bribe**	Normal	Oath Veil x1 (Oath Veil x1)
Gil	1500 (3200)	Rare	Defence Veil x1 (Mystery Veil x1)		Rare	Oath Veil x1 (Oath Veil x2)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Curse, Auto-Life, Stop, Doom, Zanmato, Delay, %-Damage
	Resistance:	Darkness (20%), Berserk (24%), Eject (78%), Zantetsu (31%)

Drop	Normal	Amulet x1 (Pixie Dust x1)	EXP	AP	Gil
100% (100%)	Rare	Amulet x1 (Pixie Dust x1)	170 (380)	1 (2)	200 (380)

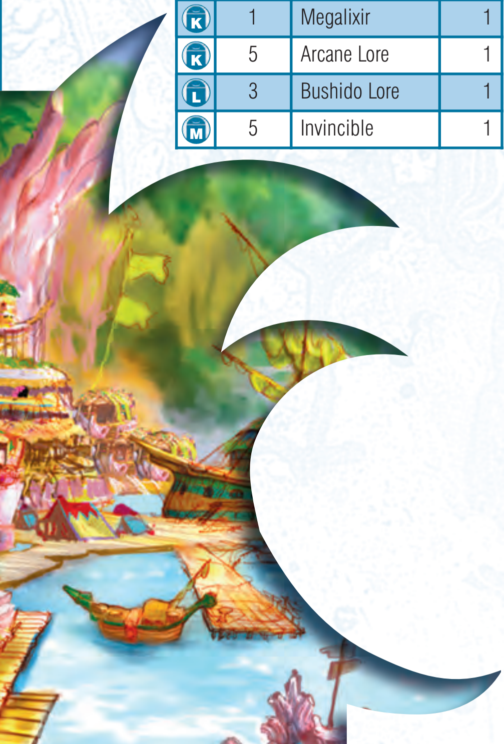
KILIKA ISLAND

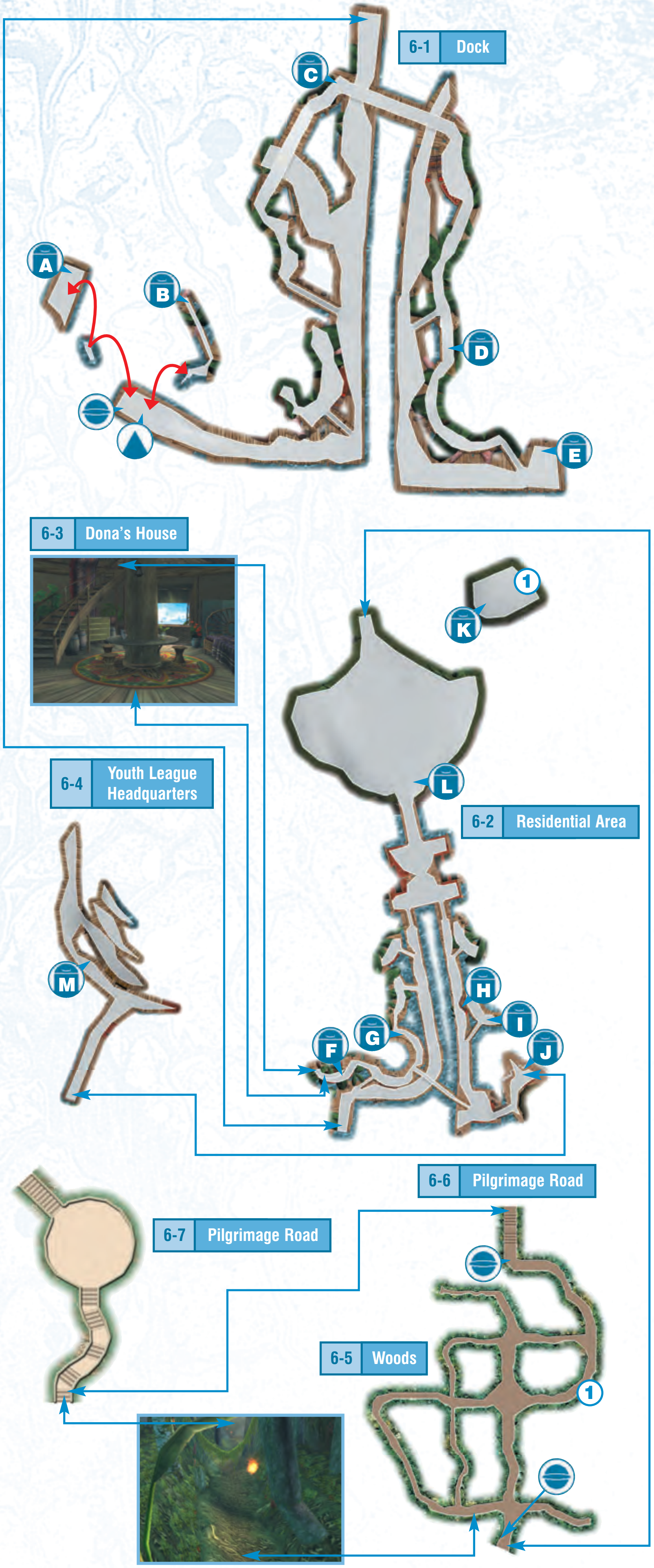
BACK IN THE DAYS OF FINAL FANTASY X...

Two years ago, the village was destroyed by Sin. After Yuna sent the souls of the deceased to the Farplane, she asked Tidus to be her travelling companion. It was then that Wakka, Yuna's guardian, and Tidus' friend, decided to forgo his career as a pro-blitzballer, in order to devote himself to the protection of the young summoner. On Kilika Island, the heroes were also joined by Dona, Barthello and Wantz.

Key

	Chapter	Item	Qty.
A	1	Ether	1
A	2	Turbo Ether	1
A	3	Ether	1
A	5	Ether	1
B	1	Mana Tablet	1
B	2	Mana Tablet	2
B	3	Mana Tablet	2
B	5	Mana Tablet	2
C	1	Antidote	2
C	3	Antidote	3
C	5	Remedy	1
D	1	Eye Drops	2
D	3	Eye Drops	3
D	5	Remedy	1
E	1	Phoenix Down	1
E	3	Phoenix Down	2
E	5	Phoenix Down	3
F	1	Gil	1500
F	3	Gil	2000
F	5	Gil	3000
G	1	Light Curtain	1
G	3	Light Curtain	2
G	5	Light Curtain	3
H	1	Holy Water	2
H	3	Holy Water	3
H	5	Dispel Tonic	1
I	1	Star Curtain	1
I	3	Star Curtain	1
I	5	Star Curtain	3
J	1	Lunar Curtain	1
J	3	Lunar Curtain	2
J	5	Lunar Curtain	3
K	1	Megalixir	1
K	5	Arcane Lore	1
L	3	Bushido Lore	1
M	5	Invincible	1




6-1 Dock
C
A
B
D
E
6-3 Dona's House
1
K
L
6-2 Residential Area
6-4 Youth League Headquarters
M
H
G
I
F
J
6-6 Pilgrimage Road
6-7 Pilgrimage Road
6-5 Woods
1

MONSTERS

Name	HP	EXP	Steal
Chocobo	366	-	-
Death Dauber	78	18	Potion x1 / Phoenix Down x1
League Fighter	168	10	Potion x1 / Phoenix Down x1
League Scout	128	10	Potion x1 / Phoenix Down x1
Protochimera	420	80	Potion x1 / Yellow Ring x1
Red Elemental	99	28	Potion x1 / Bomb Fragment x1
Stalwart	1240	122	Phoenix Down x1 / Gauntlets x1
Yevon Defender	186	10	Budget Grenade x1 / Hi-Potion x1
Yevon Guard	223	10	Budget Grenade x1 / Hi-Potion x1

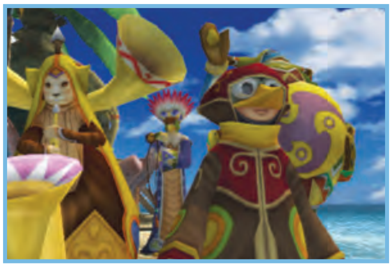
THE SHOP IN KILIKA

Item	Gil	Description
Potion	50	Restores 200 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Twist Headband	3000	Defence +4, Magic Defence +4, Guards against Sleep
White Cape	3000	Defence +4, Magic Defence +4, Guards against Silence
Silver Glasses	3000	Defence +4, Magic Defence +4, Guards against Darkness
Star Pendant	4000	Defence +4, Magic Defence +4, Guards against Poison

KILIKA ISLAND SPHERE CRAZE!

There will be plenty of treasure chests at Kilika docks just waiting to be opened. Before you get a chance to have a good look around, you will bump into Tobli (Fig. 1). He'll tell you about a forthcoming show in Moonflow. However, Tobli will only show his face once you have successfully completed the missions Where´s Wakka? and Zanarkand Sphere Hunt. Furthermore, you must not have spoken to Tobli earlier in Moonflow nor completed the Guard the Hypello mission there. You will later learn about the story from Tobli (see page 161). On the left-hand side of the Docks you will see three people in front of a cabin (Fig. 2). The owner of the local shop, sitting on the left, will be more than happy to attend to your shopping needs.

In the Residential Area (Map 6-2), climb up the first flight of stairs and then turn left towards Dona's house (Fig. 3). After the sequence involving the care-worn Barthello, go inside to increase your Completed score. After listening to Dona, go upstairs and open the treasure chest to get 1500 Gil. Now, leave the ex-summoner's house and head straight for the wooden gate (Fig 4). Go through and listen to Nooj's speech. Your next mission will begin once he has finished.



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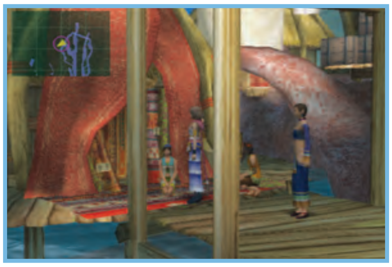

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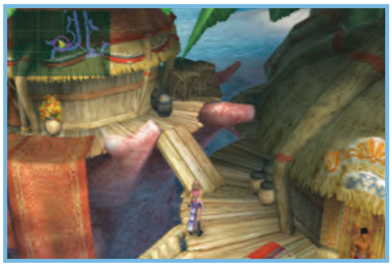

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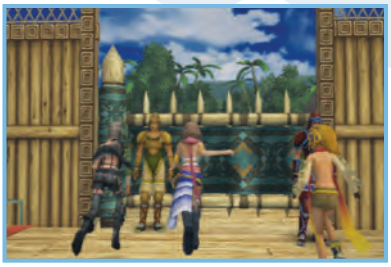
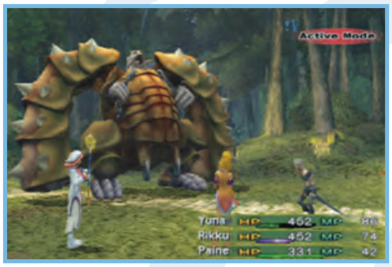


04

MISSION: AWESOME SPHERE HEIST!

Upon entering the Woods (Map 6-5), you would be well advised to go back to the Save Sphere and save your game as the path ahead is rather dangerous. Be particularly wary of the huge armoured Stalwarts (Fig. 5), as you cannot defeat these creatures yet. Should you meet a Stalwart and wish to flee from battle, press the right directional button and choose Escape from the Command menu.

First of all, head down the small side path where the Youth League Password will be revealed to you as Squirter Monkey. Since the left and right roads are both blocked by guards, choose the narrow centre path (Fig. 6) and run to the farthest northerly point (Fig. 7). You will be offered the opportunity to eavesdrop – make use of this to hear another password. If you dare, stay around for a bit longer to hear a second password. On your ascent to the temple, you will need to pass several checkpoints manned by the followers of New Yevon. If you meet an odd number of guards, the password is Carved Monkey. If you meet an even number, the password is Craven Monkey. Take the right-hand path towards the Save Sphere. Once there, make absolutely sure that you save your game. The next boss is not far away.



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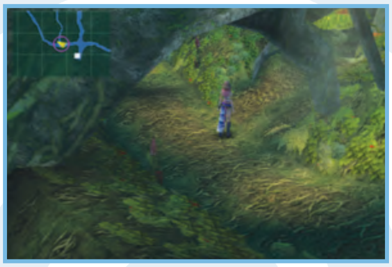
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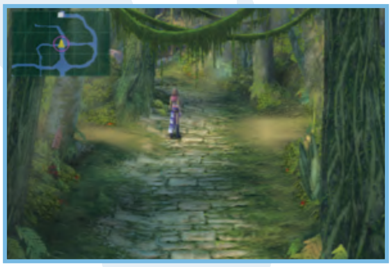
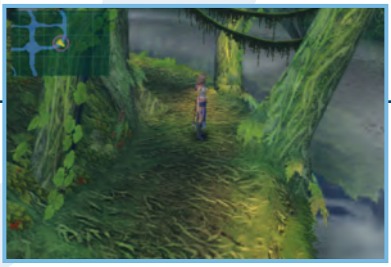

07

A SHORT DETOUR

Go back down the right-hand path and jump onto the tree trunk hanging over the water (Fig. 8) to reach a plateau. There you will find a chest containing a Megalixir.


08

ODDS OR EVENS?

When you reach the guards near the steps that lead to Pilgrimage Road (Map 6-7), count how many soldiers there are and answer with the appropriate password (odd number: Carved Monkey, even number: Craven Monkey). You will have to repeat this procedure three more times as you progress. On each occasion that you are correct, you will receive an item: in all you can get a Hi Potion, Ether, Turbo Ether and a Menace of the Deep Garment Grid, with the latter only given to you if you get them all correct. If you do happen to make a mistake, a battle will always follow.

You will now face the boss YSLS-Zero. If you can dismantle the robot-like creature, you will not only have completed the mission, you will also have finished Chapter 1. You will then return to the Celsius.

THE BOSS YSLS-ZERO

This opponent is a tough brute; you should first lower the potency of its attacks with Power Break. Let one of your party work her White Mage magic and heal her allies as they, in turn, continually attack it with their primary weapons. Make sure you keep the HP of your party above 50% of the maximum value, as one of the robot's attacks can wipe out half of a party member's HP in one fell swoop. Strike quickly and it may even be possible to defeat YSLS-Zero without ever giving him a chance to attack. Speed is the answer.

YSLS-ZERO

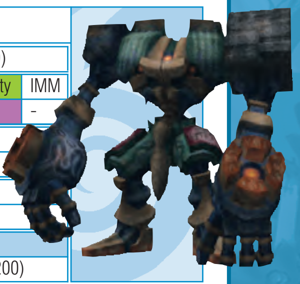
Oversoul	✓	Class	Defender	Chapters	1	2	3	4	5	Level	11 (13)	HP	1935 (4831)	MP	0 (0)

Strength	74 (74)	Defence	104 (104)	Magic	0 (0)	Magic Def	3 (3)	Fire	-	Lightning	-	Gravity	IMM
Agility	62 (74)	Luck	2 (3)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	50% (100%)	Normal	Mythril Gloves x1 (Diamond Gloves x1)	**Bribe**	Normal	-
Gil	1400 (3000)	Rare	Mythril Gloves x1 (Diamond Gloves x1)		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Eject (13%), Zantetsu (4%)

Drop	Normal	Wristband x1 (Hyper Wrist x1)	EXP	AP	Gil
100% (100%)	Rare	Wristband x1 (Hyper Wrist x1)	350 (610)	1 (2)	1000 (1200)



CHAPTER 2

CELSIUS

The maps and key to the Celsius can be found on page 55.

ON BOARD VISIT

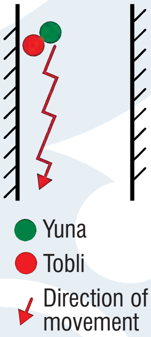
Talk to Shinra to view a short scene that keeps Yuna guessing about the identity of the mysterious person who resembles “him”. You will then receive the next Al Bhed Primer. Following your conversation with Brother and the other Gullwings, head to the Cabin to meet Tobli and his band. Please note that Tobli will not be there if you have completed the Guard the Hypello mission or spoken to Tobli in Moonflow.

Talk to Daraya and agree to sing with the band. Afterwards, you must push the musicians into the lift. First, use the directional buttons to push Tobli. Next, push the trumpet player Pukara (Fig. 1), then tall Borra and finally short Daraya. Lively Tobli is difficult to guide into the lift, but if you wedge Tobli between Yuna and the left-hand wall, as shown in the diagram, you will find your task much easier. If you succeed in moving the entire quartet into the lift, you will receive Enterprise, and the concert will begin. If you only manage to move the three musicians, excluding Tobli , the concert will start, but you will not receive Enterprise.

Upon waking up in the Cabin, having had a vivid dream, head down to the Engine Room and open the treasure chests that now contain new items.

Head for the Bridge, where you will be prompted to choose your next destination. Your choice will have an impact on the remainder of the game.

For the purposes of this guide, we elected to return the sphere to Youth League HQ, but feel free to make a different choice. After a long scene, you return to the Celsius to discover that Leblanc has burgled you. You will also find Leblanc’s Sphere.



01

MISSION: STRIP SEARCH?

You must now find three uniforms, so that you can sneak into Chateau Leblanc undetected. Go back to the Bridge and talk to Buddy (Fig. 2). Your next destination will be Guadosalam, where you can obtain hints on where to find all three uniforms. Before heading there you can choose to undertake some of the What’s Next missions outlined below.

02

WHAT’S NEXT?

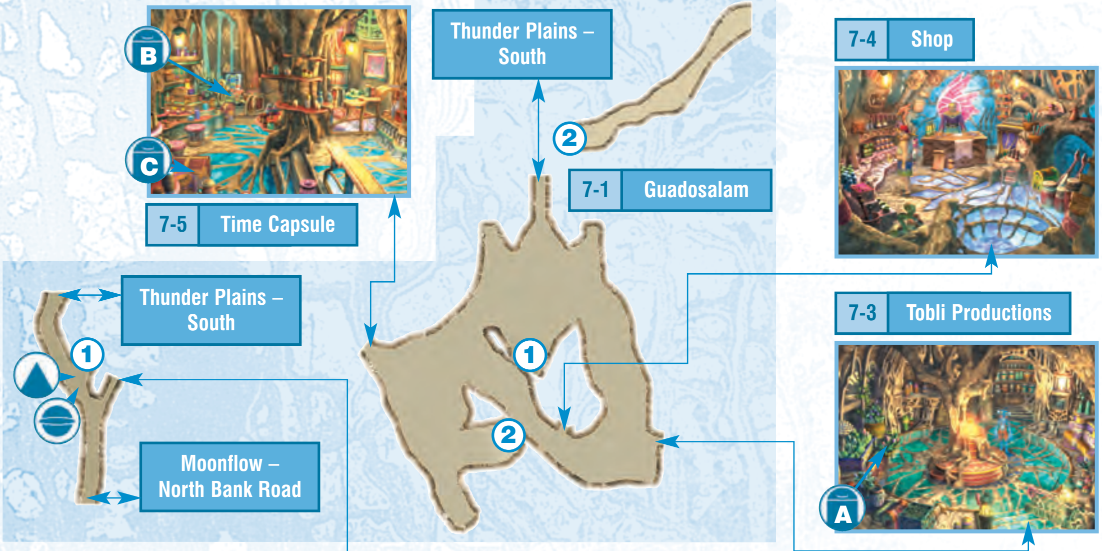
The following tasks will now become available but pay attention to the Notes, as some missions will only appear under certain circumstances.

Location	Mission	Notes	Page
Guadosalam	**Hotspot**	**-**	**71**
Guadosalam	Gather information	Gathering and selling information is rewarded with a large amount of gil	172
Besaid Island	The Man From the League	Accept Beclem‘s challenge and run the Gun Gauntlet	169
Mi’ihen Highroad	Wild Chocobo Chase	-	170
Mushroom Rock Road	Brave the Angry League	Only if the sphere from Kilika was handed back to New Yevon. Otherwise: gather information	171
Moonflow	Sell Those Tickets	-	172
Macalania Woods	Sheeking Musishuns?	-	174
Calm Lands	Clean Sweep	After Wild Chocobo Chase in Mi’ihen Highroad	175
Zanarkand Ruins	Looking for monkeys, and secret mission	Both options are possible	176

BACK IN THE DAYS OF FINAL FANTASY X...

Seymour asked Yuna to marry him in Guadosalam, but she needed time to consider his proposal and travelled with Tidus and her other companions to the Farplane. It was there that Tidus called out to the soul of his father Jecht, but only his mother's spirit appeared. As the party were leaving the Farplane, the spirit of Lord Jyscal, Seymour's father, appeared under dramatic circumstances…

GUADOSALAM



7-2 Data Dealer

GUADOSALAM SHOP (MAP 7-4)

Item	Gil	Description
Potion	50	Restores 200 HP
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Pearl Necklace	4000	Guards against Pointless
Angel Earrings	5000	Guards against Death
Gold Anklet	5000	Guards against Petrification
Kinesis Badge	10000	Guards against Slow and Stop
Mute Shock	15000	Adds Silence to some attacks. User can cast Silence
Venom Shock	15000	Adds Poison to some attacks. User can cast Bio

KEY

	Chapter	Item	Qty.
A	5	Kaiser Knuckles or Crystal Ball or Key to Success	1
B	5	Tetra Bracelet	1
C	5	Baralai's Sphere	1

LAUNDRY LIST?

01

Upon arriving in Guadosalam (Map 7-1), talk to the Hypello who is wandering around (Fig. 1). Apparently, there are goons patrolling the Djose Highroad. Now talk to the man in red shorts sitting opposite the Save Sphere; he will tell you that the Syndicate are on a little mountain climbing expedition on Mt. Gagazet. Then talk to the woman to the right of the entrance to Chateau Leblanc, and the man to the left of the entrance to Tobli Productions, both of whom report that the Syndicate is heading for Bikanel. If you like, you can visit the local shop which has a range of items, and you can also talk to the local people to advance the secondary mission of gathering information – see the Secrets chapter on page 172 to learn more.

When you have finished exploring Guadosalam, go to the Save Sphere and select "Board Airship" to return to the Celsius.

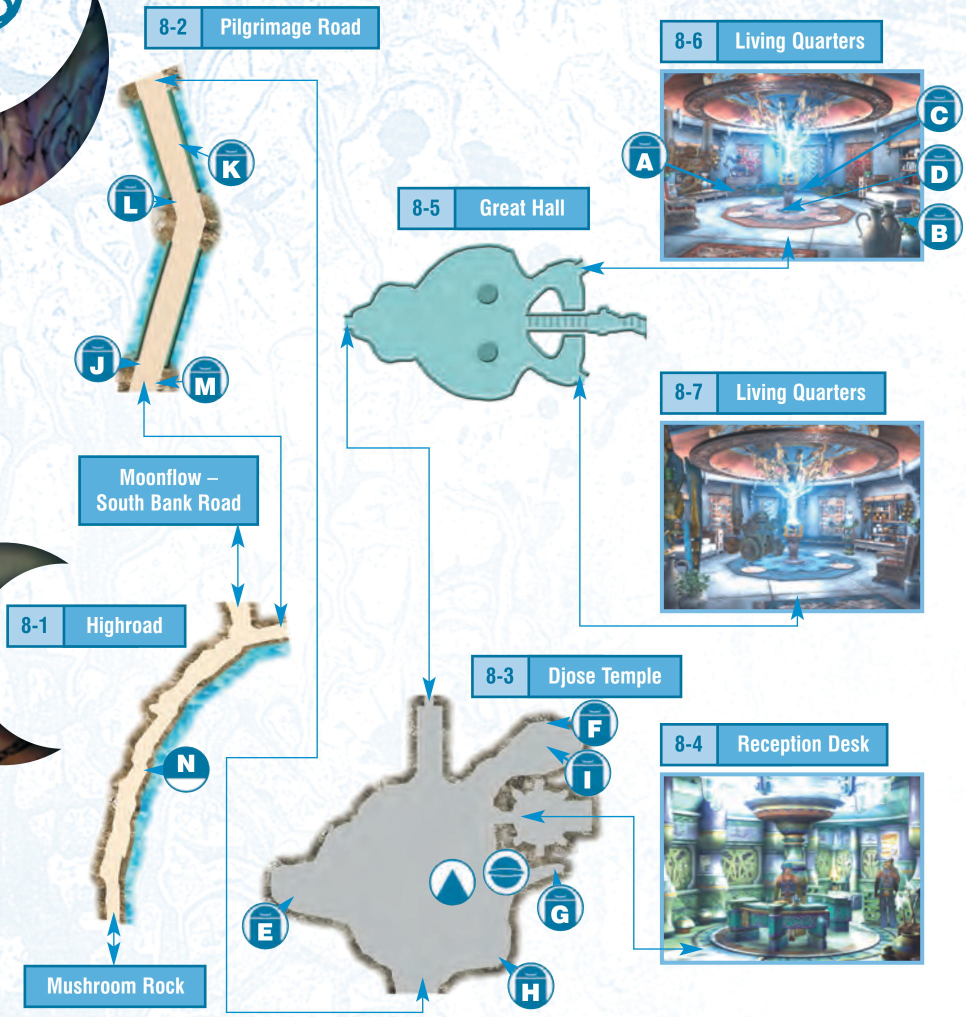
For the purposes of this guide, we have chosen to go to the Djose Highroad first, then Bikanel Desert and finally Mt. Gagazet, though players are free to visit these locations in any order.

Upon returning to the Celsius, talk to Buddy and select Djose Temple as your next destination. Of course you can also spend some time on completing the tasks listed under What's Next (see page 70).

DJOSE TEMPLE

BACK IN THE DAYS OF FINAL FANTASY X...

Yuna and her companions met Elma, Lucil and Clasko on their way to Djose Temple. Inside, they met up with Summoner Issaru and his guardians Maroda and Pacce. Afterwards, Yuna successfully completed the Trials, and the Fayth rewarded her with the power to summon the thunder aeon Ixion.

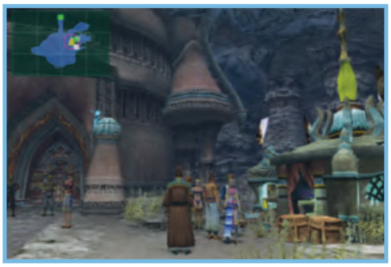

8-2 Pilgrimage Road
K
L
J
M
8-6 Living Quarters
A
C
D
B
8-5 Great Hall
8-7 Living Quarters
Moonflow – South Bank Road
8-1 Highroad
N
Mushroom Rock
8-3 Djose Temple
F
I
G
H
E
8-4 Reception Desk

OBTAIN YOUR LETTER OF INTRODUCTION

If you have yet to complete the secondary mission, Obtain your Letter of Introduction, you should do so now. If you already have your letter, go directly to the paragraph headed: "Go straight ahead..."

To obtain your Letter of Introduction, first stand in the queue (Fig. 1) outside the hut, next to the Save Sphere (Map 8-3). After a few seconds, the person at the front of the queue will enter the hut. Continue to wait until all the people queuing in front of you have entered the hut. You can then go inside. Talk to the man behind the Reception Desk and reply with "I want to dig!" when prompted.

Go to the Great Hall (Map 8-5). After watching a scene, you will receive another Al Bhed Primer. Follow Gippal out of the temple to the Pilgrimage Road (Map 8-2) (Fig. 2). After your interview, select "We're sure," to receive your Letter of Introduction.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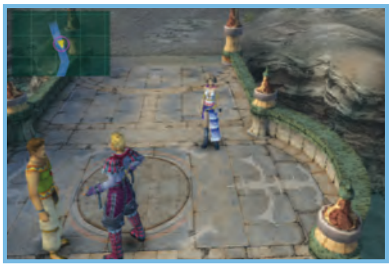
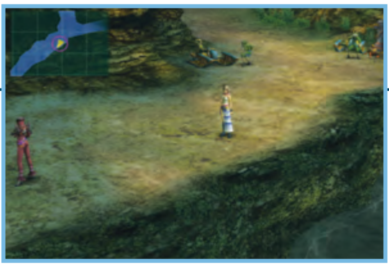

02

GO STRAIGHT AHEAD...

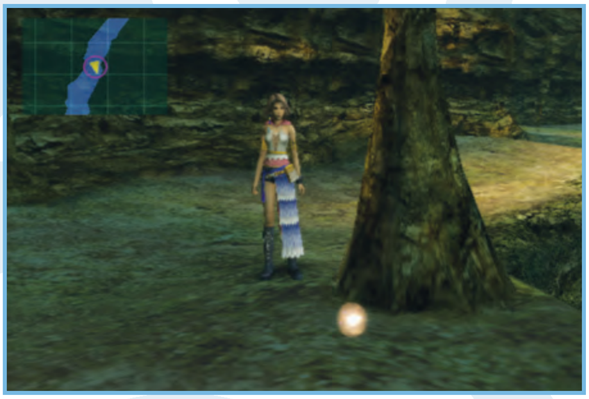
Make your way down the road until you reach the Highroad (Map 8-1). Stay on the main path, making sure that you don't mistakenly go up at the fork in the road, as this would take you to the South Bank Road. When you meet two She-Goons (Fig. 3), your next mission will begin.


03

MISSON: TWO BIRDS, ONE STONE

Follow the Highroad (Map 8-1) towards Mushroom Rock until you see the special dressphere, Floral Fallal, on the right-hand side of the screen (Fig. 4). Take it, and you will also receive the Unerring Path Garment Grid, unless you already obtained Paine's special dressphere in chapter 1. Special dresspheres can be equipped by pressing L1 to enter the Change Dressphere screen, and then R1 after all of the normal dresspheres on the Garment Grid in use have been equipped during a battle, before finally pressing ⊗. Learn more about special dresspheres in the How to Play chapter on page 17. There's not much time to get excited about your discovery as Ormi and Logos immediately attack you in an attempt to retrieve your new-found sphere.

After defeating your opponents, you will gain a Syndicate Uniform. Return to the Celsius, where you can either choose to visit the other uniform locations in Bikanel Desert and Mt.Gagazet, or devote some time to secondary missions, which you will find detailed in the What's Next? section on page 70.


04

KEY

	Chapter	Item	Qty.
Ⓐ	1	Echo Screen	1
Ⓑ	2	Echo Screen	2
Ⓒ	3	Remedy	1
Ⓓ	5	Remedy	2
Ⓔ	1	Phoenix Down	1
Ⓕ	2	Phoenix Down	2
Ⓖ	3	Phoenix Down	3
Ⓗ	5	Phoenix Down	4
Ⓘ	5	Repairing for Dummies	1
Ⓙ	1	Potion	2
Ⓚ	2	Potion	3
Ⓛ	3	Hi-Potion	3
Ⓜ	5	X-Potion	2
Ⓝ	2	Floral Fallal	1

MONSTERS

Name	HP	EXP	Steal
Agama	133	27	Antidote x1 / Remedy x1
Assassin Bee	233	38	Antidote x1 / Poison Fang x1
Chocobo	366	-	-
Death Dauber	78	18	Potion x1 / Phoenix Down x1
Dr. Goon	232	10	Budget Grenade x1 / Grenade x1
Gold Elemental	84	40	Electro Marble x1 / x2
Sallet	60	4	Potion x1 / Light Curtain x1

THE BOSSES ORMI, LOGOS AND FEM-GOON

Equip your party with accessories that guard against Silence and Darkness. Items such as Echo Screen and Eye Drops will also be useful in this battle. Make one party member a White Mage so that they can cast Cure magic and use the Pray Command. Make another party member a Songstress, and have them use Darkness Dance and Sleepy Shuffle. You should also unleash magic attacks such as Fire or Blizzard on your opponents. Concentrate your attacks on one enemy at a time, using Power Break to lower their Strength. Eliminate the Fem-Goon first, as she's the weakest enemy with just 167 HP.

ORMI

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	16	HP	1150	MP	22
Strength	51	Defence	115	Magic	24	Magic Def	2	Fire	-	Lightning	-	Gravity	IMM		
Agility	58	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	75%	Normal	X-Potion x1	**Bribe**	Normal	-
Gil	380	Rare	Elixir x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Silence, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Sleep (12%), Darkness (12%), Zantetsu (20%)

Drop	Normal	Iron Bangle x1	EXP	AP	Gil
50%	Rare	Iron Bangle x1	80	3	120

LOGOS

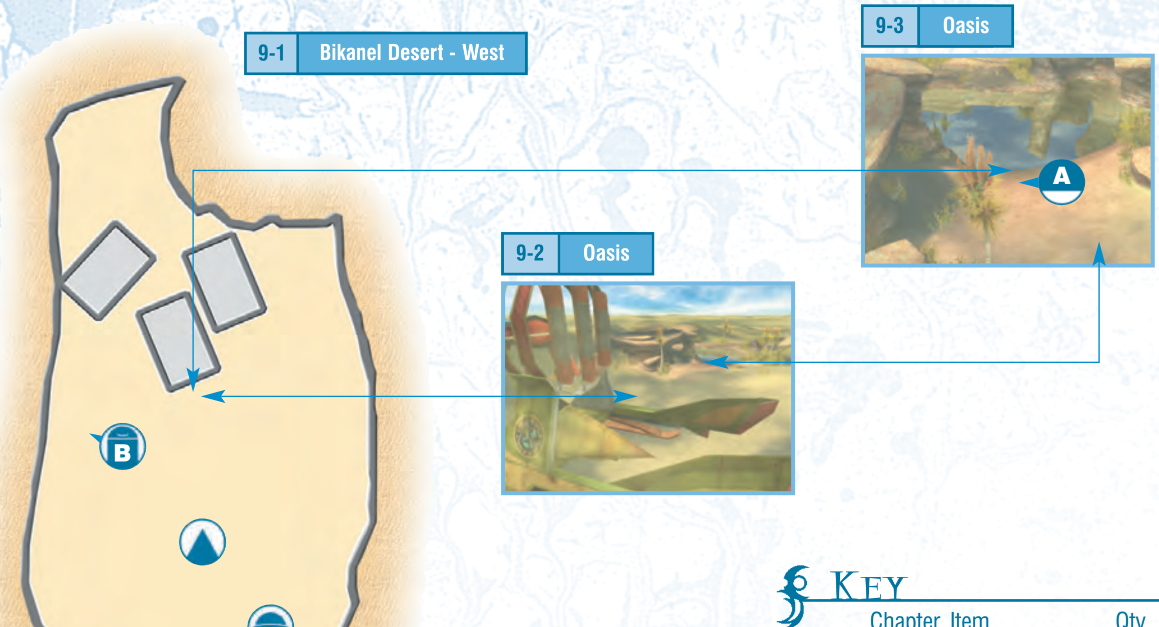
Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	17	HP	1030	MP	48
Strength	15	Defence	3	Magic	16	Magic Def	12	Fire	-	Lightning	-	Gravity	IMM		
Agility	77	Luck	10	Evasion	40	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	75%	Normal	Mega-Potion x1	**Bribe**	Normal	-
Gil	400	Rare	Elixir x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Strength +/-, Doom, %-Damage
	Resistance:	Sleep (12%), Poison (16%), Zantetsu (20%)

Drop	Normal	Silver Bracer x1	EXP	AP	Gil
100%	Rare	Silver Bracer x1	80	3	120

BIKANEL DESERT



KEY

	Chapter	Item	Qty.
A	2	Machina Maw	1
B	3	Horn of Plenty*	1

* Desert Key required

MONSTERS

Name	HP	EXP	Steal
Angra Mainyu	333444	5000	Megalixir x1 / x1
Bolt Drake	623	152	Lightning Marble x1 / Yellow Ring x1
Fly Eye	258	24	Phoenix Down x1 / x1
Hrimthurs	552	74	Phoenix Down x1 / x2
Killer Hound	202	36	Potion x1 / Phoenix Down x1
Nashorn	482	33	Potion x1 / Phoenix Down x1

THE SHOP NEXT TO THE SAVE SPHERE (MAP 9-1)

Item	Gil	Description
Potion	50	Restores 200 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Itchy, Curse and Pointless
Fiery Gleam	3000	Most Abilities receive the Fire element
Red Ring	3000	Halves the damage caused by Fire attacks and allows the user to cast Fire

PART-TIME DIGGERS!

You will need your Letter of Introduction in order to dig in Bikanel Desert. If you have not yet obtained the letter, then please refer back to page 73.

If you would like to look at the items in the local shop, speak to the man standing next to the Save Sphere. Otherwise, talk to Nhadala, who is standing in front of the vehicles, and show her your Letter of Introduction. She's easily recognisable by her blonde hair and unusual sunglasses (Fig. 1). Nhadala sends you over to the Pilot (Fig. 2). Talk to him twice and select the "Oasis" as your next destination.

01

02

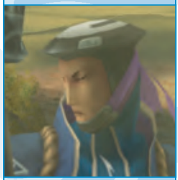
MISSION: WATER WE DOING HERE?

When you arrive at the Oasis (Map 9-2), take a few steps forward and you will see the special dressphere, Machina Maw, lying in the sand (Map 9-3). When you pick it up, Logos will attack you.

After the fight you will gain the second Syndicate Uniform and the Hour of Need Garment Grid. You will then return to the Celsius. You can either attempt to complete more secondary missions, (see What's Next? on page 70) or head for Mt. Gagazet to look for the third and final Syndicate Uniform.

THE BOSSES LOGOS AND TWO FEM-GOONS

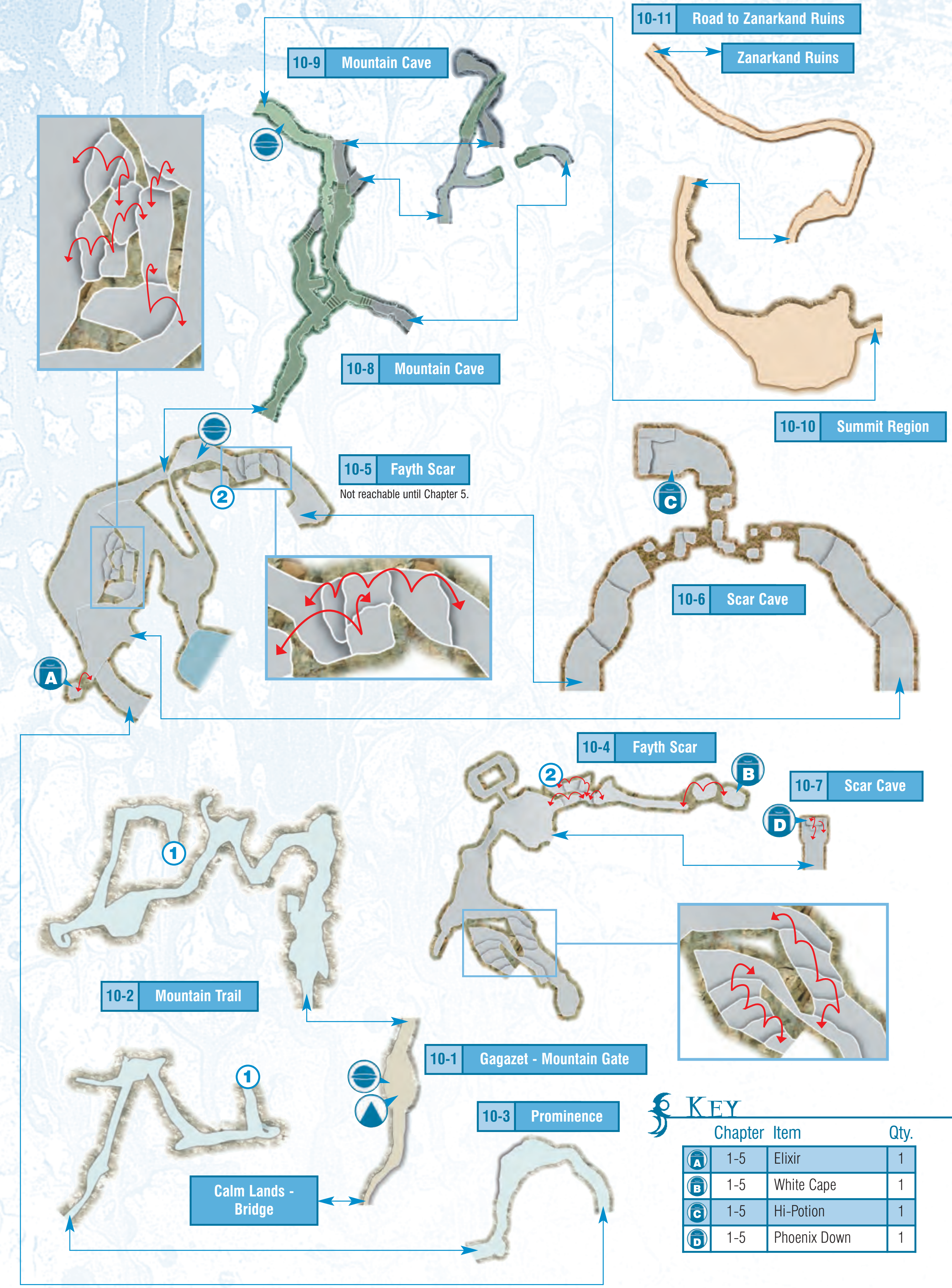
This battle will be easy if you adopt the same tactics as those used in the previous boss encounter. One party member should concentrate on healing duties using the Pray Command and casting Cure. Make another party member a Songstress and use Darkness Dance. First eliminate the Fem-Goons, then weaken Logos with Power Break. Guard against Silence and Darkness with the appropriate accessories, or use Echo Screen and Eye Drops to cure any status ailments.



LOGOS

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	18	HP	1220	MP	46
Strength	16	Defence	3	Magic	24	Magic Def	10	Fire	-	Lightning	-	Gravity	IMM		
Agility	88	Luck	10	Evasion	36	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	75%	Normal	Mega-Potion x1	**Bribe**	Normal	-									
Gil	460	Rare	Elixir x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage													
	Resistance:	Poison (16%), Zantetsu (20%)													
Drop	Normal	Lure Bracer x1	EXP	AP	Gil										
100%	Rare	Lure Bracer x1	160	1	200										

MT. GAGAZET


10-11 Road to Zanarkand Ruins
Zanarkand Ruins
10-9 Mountain Cave
10-8 Mountain Cave
10-10 Summit Region
10-5 Fayth Scar
2
C
10-6 Scar Cave
A
10-4 Fayth Scar
2
B
10-7 Scar Cave
D
1
10-2 Mountain Trail
10-1 Gagazet - Mountain Gate
1
10-3 Prominence
Calm Lands - Bridge

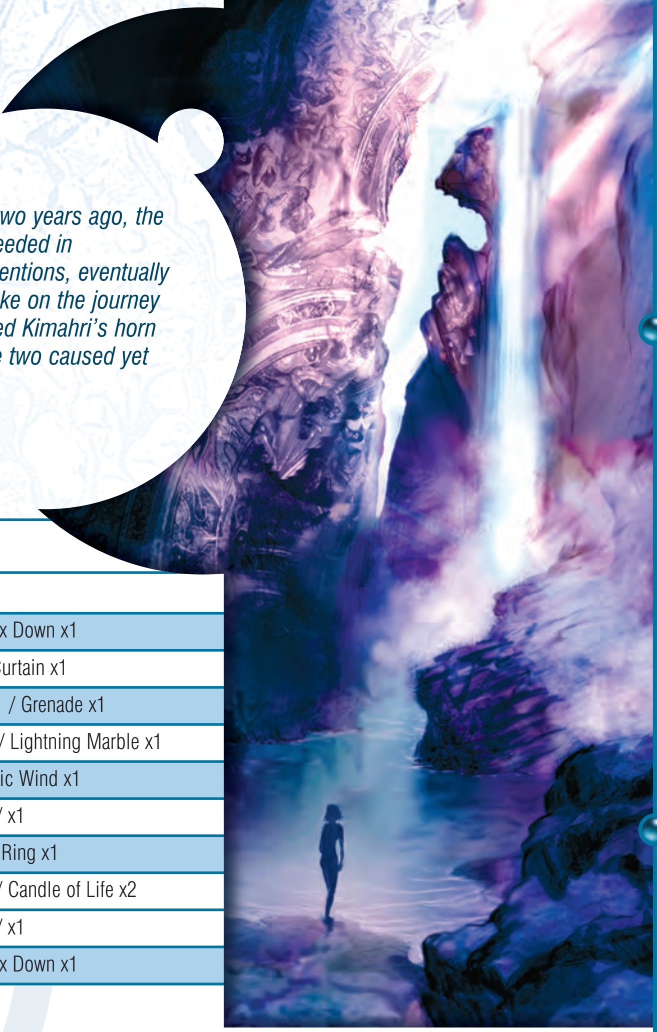
Not reachable until Chapter 5.

KEY

	Chapter	Item	Qty.
A	1-5	Elixir	1
B	1-5	White Cape	1
C	1-5	Hi-Potion	1
D	1-5	Phoenix Down	1

Back in the Days of Final Fantasy X...

When Yuna and her companions had to ascend Mt. Gagazet two years ago, the Ronso who lived there barred their way. Yuna, however, succeeded in convincing Kelk, the eldest of the Ronso clan, of her good intentions, eventually persuading him to let them pass. She also met Biran and Yenke on the journey through the mountains. Yenke was the Ronso who had severed Kimahri's horn years before, and the still smouldering animosity between the two caused yet another dispute to erupt.



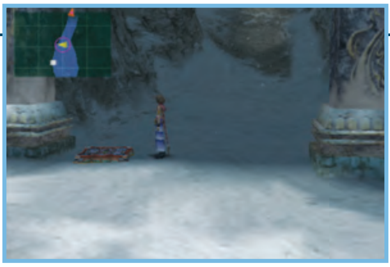
Monsters

Name	HP	EXP	Steal
Ahriman	99	2	Potion x1 / Phoenix Down x1
Bicocette	182	44	Potion x1 / Light Curtain x1
Dr. Goon	232	10	Budget Grenade x1 / Grenade x1
Flan Amarillo	303	82	Electro Marble x2 / Lightning Marble x1
Flan Palido	188	24	Potion x1 / Antarctic Wind x1
Fly Eye	258	24	Phoenix Down x1 / x1
Protochimera	420	80	Potion x1 / Yellow Ring x1
Takouba	984	75	Phoenix Down x1 / Candle of Life x2
Viper Sniper	256	10	Phoenix Down x1 / x1
White Fang	378	40	Potion x1 / Phoenix Down x1

An Old Friend...

Kimahri is standing at the Mountain Gate (Map 10-1), close to the Save Sphere. He was one of Yuna's guardians in Final Fantasy X. Talk to Kimahri, then step on the square platform (Fig. 1) behind him. Select the destination, "Fayth Scar" and teleport up to the Mountain Cave (Map 10-8).

Follow the red arrow on your guide map to reach Fayth Scar (Map 10-4). Here, a short scene will introduce your next mission.



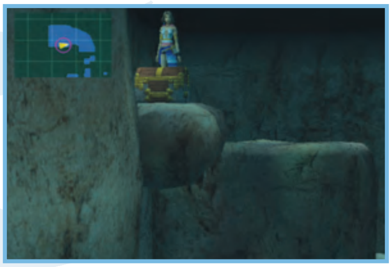
01

Mission: Spring into Action

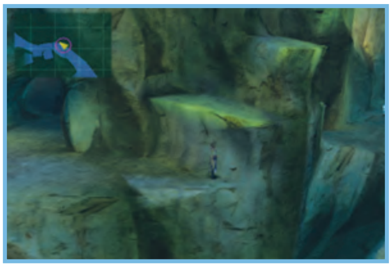
Hold ◎ to climb up the rock face. Upon arriving at the top, you will see the entrance to Scar Cave on your right (Map 10-6). Before entering the cave, walk slowly past it towards the floating rock on the right-hand side. If you run, the rock will drift rapidly out of reach. To walk, press the analog stick gently to the right.

Go back and enter Scar Cave. Hold ◎ to jump across the series of stone platforms. Jump on the next series of stone platforms that go to the right, to reach the upper part of Scar Cave (Map 10-6) where you will find a treasure chest containing a Hi-Potion (Fig. 2).

Head deeper into Scar Cave. Eventually you will emerge at Fayth Scar (Map 10-5) where you must climb another rock face. As you climb, you will notice a fleeing She-Goon (Fig. 3). The obvious course of action would be to follow her past the Save Sphere, plunging headlong into a battle with Ormi, two Fem-Goons and a Viper Sniper. If, however, you would like to forgo "the obvious", and be rewarded with a charming scene, as well as a couple of extra points on your Completed score, take the detour described below. Another bonus is the fact that, by so doing, you will make the forthcoming boss battle slightly easier, because you will face the two Fem-Goons and the Viper Sniper separately from Ormi.



02

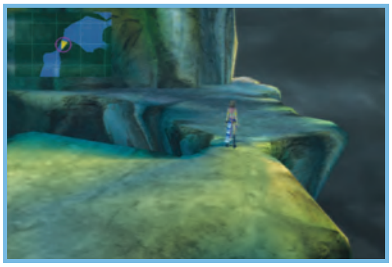


03

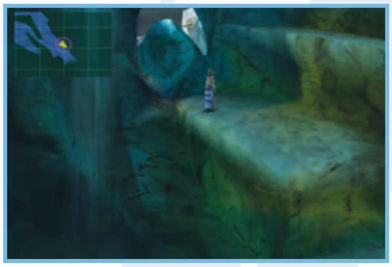
A Small Detour for a Better View

Climb all the way up the rock face, where you saw the Fem-Goon. Next, go right, past the entrance to Scar Cave (Map 10-7) and across the narrow bridge (Fig. 4). Cross the bridge, keeping to the left of the screen, and climb up the next rock face. Go left through the partly concealed opening to reach a small waterfall (Fig. 5). Go through the passageway and onto the ledge, and then watch the playful scene that shows Yuna, Rikku, and Paine enjoying a relaxing bath (Fig. 6). Afterwards, leave the cave and head for the Save Sphere. Save your game and climb up the mountain on the left to reach your next boss battle. First you will be confronted by two Fem-Goons and a Viper Sniper. Defeat them and you will then have to face Ormi.

You now have a third Syndicate Uniform and the Stonehewn Garment Grid and can return to the Celsius. On board, you will gain the Bum Rush Garment Grid and can slip into the Syndicate Uniforms. Your next destination, Guadosalam, will be selected automatically. You may, however, select a different destination if you wish to attempt one of the secondary missions described in What's Next? Alternatively, you can press ◎ to return to the Bridge. Please note that this is your last opportunity to undertake the Chapter 2 secondary missions.



04



05

06

The Bosses Ormi and two Fem-Goons plus Viper Sniper

The battle against the Fem-Goons and the Viper Sniper should not pose any serious problems. Make one party member a Songstress so that she can use Darkness Dance or Sleepy Shuffle. Defeating Ormi will be more difficult, but if you use Power Break, and have one party member frequently use the Pray Command and cast Cure, your victory should be assured. Since Ormi's Magic Defence is low, magic attacks are highly effective against him.

ORMI

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	18	HP	1350	MP	22
Strength	79	Defence	118	Magic	16	Magic Def	2	Fire	-	Lightning	-	Gravity	IMM		
Agility	92	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	75%	Normal	X-Potion x1	**Bribe**	Normal	-									
Gil	520	Rare	Elixir x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage													
	Resistance:	Poison (4%), Zantetsu (20%)													
Drop	Normal	Beaded Brooch x1	EXP	AP	Gil										
100%	Rare	Beaded Brooch x1	180	1	200										

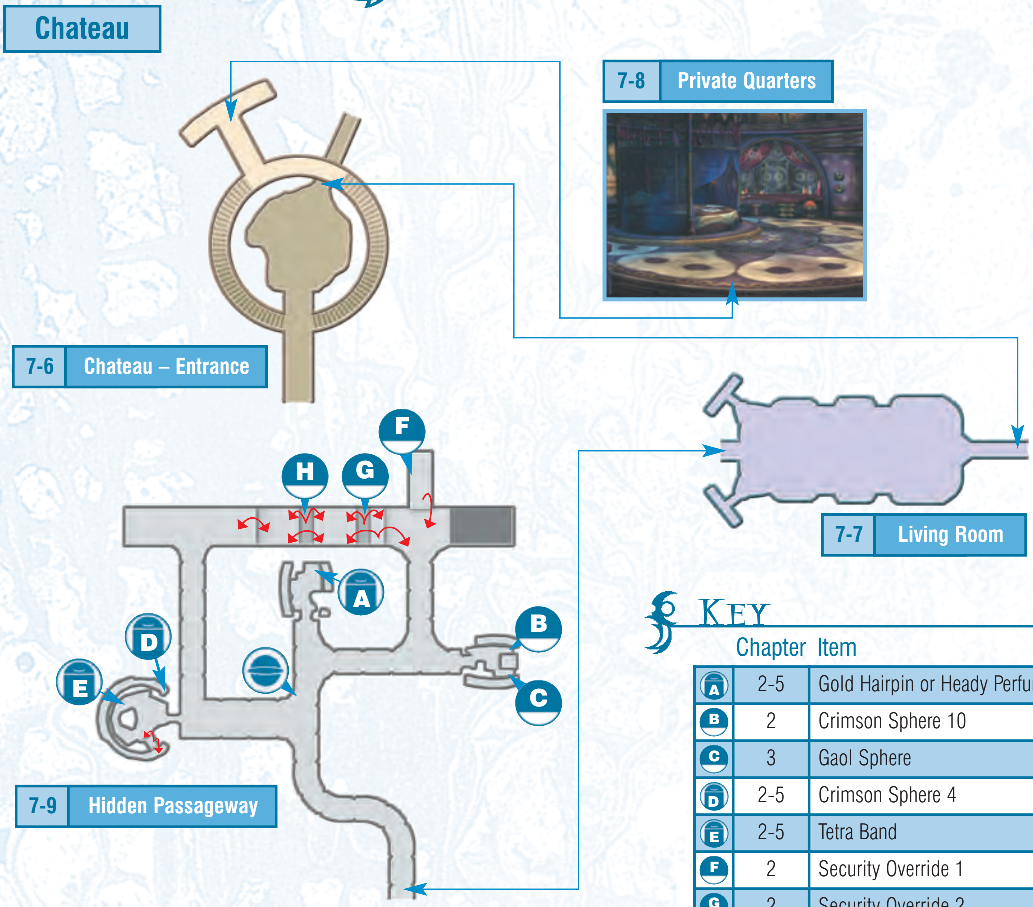
What's next?

The following tasks will now become available but pay attention to the Notes, as some missions will only appear under certain circumstances.

Location	Mission	Notes	Page
Guadosalam	**Hotspot**	**-**	**79**
Guadosalam	Gather information	Gathering and selling information is rewarded with a large amount of gil	172
Besaid Island	The Man From the League	Accept Beclem's challenge and run the Gun Gauntlet	169
Mi'ihen Highroad	Wild Chocobo Chase	-	170
Mushroom Rock Road	Brave the Angry League	Only if the sphere from Kilika was handed back to New Yevon. Otherwise: gather information	171
Moonflow	Sell Those Tickets	-	172
Macalania Woods	Sheeking Musishuns?	-	174
Calm Lands	Clean Sweep	After Wild Chocobo Chase in Mi'ihen Highroad	175
Zanarkand Ruins	Looking for monkeys, and secret missions	Both options are possible	176

GUADOSALAM

The remaining maps and the key to the Guadosalam region are on page 71.



KEY

	Chapter	Item	Qty.
A	2-5	Gold Hairpin or Heady Perfume	1
B	2	Crimson Sphere 10	1
C	3	Gaol Sphere	1
D	2-5	Crimson Sphere 4	1
E	2-5	Tetra Band	1
F	2	Security Override 1	1
G	2	Security Override 2	1
H	2	Security Override 3	1

MONSTERS

Name	HP	EXP	Steal
Battlesnake	1420	102	Phoenix Down x1 / Electro Marble x2
Dr. Goon	232	10	Budget Grenade x1 / Grenade x1
Fem-Goon	167	10	Potion x1 / x2

INTO THE CHATEAU

Upon your arrival in Guadosalam (Map 7-1), go to the Chateau – Entrance (Map 7-6), where you will put on the Syndicate Uniforms, in preparation for your next mission.

DON'T FORGET TO SHOP!

Take the opportunity to visit the Guadosalam shop (Map 7-4). If you do not already have a Gold Anklet, Angel Earrings and a Star Pendant, you may wish to purchase them here as they will be useful in your battle against the boss in this mission.

MISSION: FAKING AND ENTERING

Disguised as Fem-Goons, walk past the guards to reach the Entrance (Map 7-6). The only route open to you at present is through the lower door and into the Living Room (Map 7-7). There you meet Ormi and Logos, who will not recognise you, and will order you to go and tend to Leblanc's personal needs. Go upstairs and enter Leblanc's Private Quarters (Map 7-8) (Fig. 1).

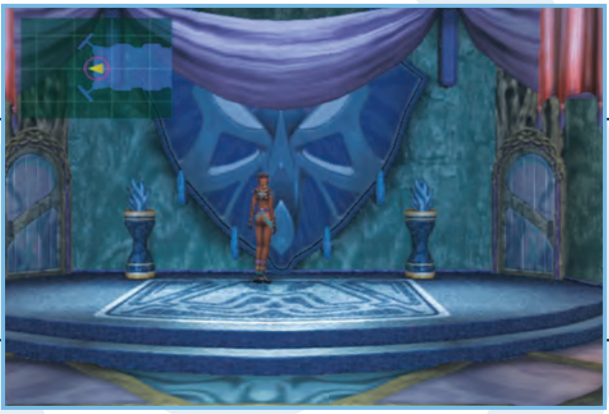
01

Duty Calls

Leblanc wants you to give her a massage. The more satisfying the massage, the more points you will receive. You have 15 moves to try to earn 32 Satisfaction points and your total score will determine the contents of the treasure chest in the Hidden Passageway (Map 7-9). If you treat Leblanc to a perfect massage and earn at least 32 points, the treasure chest will contain a Gold Hairpin. If you get less than 32 points, the chest will contain Heady Perfume. You can learn more about this mini-game in the Secrets chapter.

On You Go!

After Ormi and Logos have released you from massage duty, go down to the Living Room (Map 7-7). Press ⊗ to examine the door at the back of the room (Fig. 2). Watch the scene, then enter the Hidden Passageway (Map 7-9). Walk a few steps, and you will be confronted by Ormi and two guards.



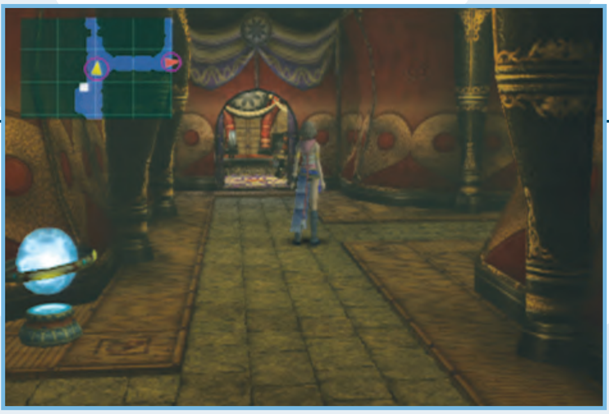
02

The Boss Ormi

Your strategy should be identical to the battle on Mt. Gagazet (see page 78, Monster information page 143). The Songstress ability, Matador´s Song, will reduce the probability of direct hits from Ormi's powerful Huggle attack. Use Phoenix Down, or have a White Mage cast Life, to revive any KO'd party members.

A Sphere Within Grasp...

After your victory, follow the Hidden Passageway until you reach the Save Sphere where you should save your game. You will come across a room containing a chest (Fig. 3) a few steps further on. The contents of the chest will depend on your massage skills (either Gold Hairpin or Heady Perfume), as explained previously. Next, follow the path in the direction of the red arrow until you reach another room. On the bedside table you will find Crimson Sphere 10. Not so fast! As you might expect, Ormi and Logos have a problem with you taking the sphere.



03

The Bosses Ormi and Logos

Before battle, make sure you have equipped relevant accessories that will guard against Poison and Petrification, such as Star Pendant or Gold Anklet. Have your White Mage cast Protect on the entire party, and remember to heal frequently with Cure magic and the Pray Command. Lower your opponents' resistance with Darkness Dance and Sleepy Shuffle as well as the ever-reliable Power Break.

ORMI

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	19	HP	1840	MP	42

Strength	64	Defence	121	Magic	24	Magic Def	8	Fire	-	Lightning	-	Gravity	IMM
Agility	63	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	75%	Normal	X-Potion x1	**Bribe**	Normal	-
Gil	580	Rare	Elixir x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Poison (8%), Zantetsu (20%)

Drop	Normal	Defence Veil x1	EXP	AP	Gil
100%	Rare	Defence Veil x1	240	1	230

LOGOS

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	20	HP	1432	MP	64

Strength	16	Defence	4	Magic	26	Magic Def	14	Fire	-	Lightning	-	Gravity	IMM
Agility	90	Luck	10	Evasion	38	Accuracy	0	Ice	-	Water	-	Holy	-

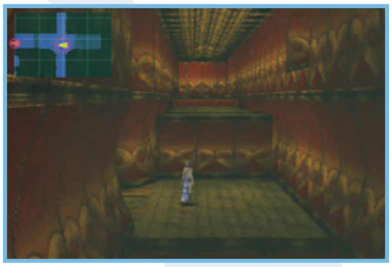
Steal	75%	Normal	Mega-Potion x1	**Bribe**	Normal	-
Gil	580	Rare	Elixir x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Poison (16%), Zantetsu (20%)

Drop	Normal	Favourite Outfit x1	EXP	AP	Gil
100%	Rare	Favourite Outfit x1	240	1	230

DON'T DODGE THE SPIKES!

Run in the direction of the arrow (Fig. 4). To reveal the secret passage at the end of the trap room you must flick three switches. Follow the red arrow to locate and activate Security Override 2 in the first gap (Fig. 5). Look for Security Override 3 in the next gap. Move ahead in the direction of the arrow, straight into the spike trap. Rather than dodge the spikes, walk towards them to end up in the alcove above the main corridor. Activate Security Override 1, which is on your right. Follow the red arrow to the last switch and go through to the next passageway. When you reach the Save Sphere, save your game and enter the small room to the left (Fig. 6). There, you will find not only Ormi and Logos, but also Leblanc. Defeat the trio and your mission will be complete. Your efforts will be rewarded with the Healing Light Garment Grid. Save your game and return to the Celsius, ready to head for Bevelle.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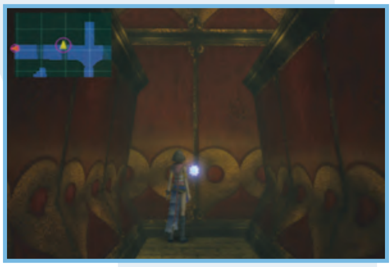
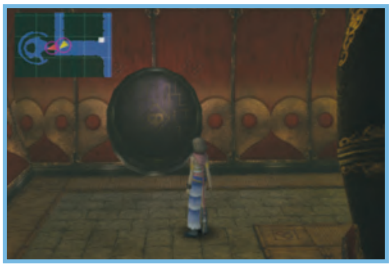
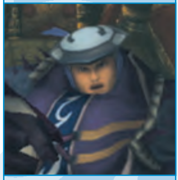

05


06

THE BOSSES ORMI, LOGOS AND LEBLANC

Equip the accessories Gold Anklet and Angel Earrings in advance, to guard against Logos' Petrification and Death. Have your White Mage cast Protect, Shell, Pray and Cure and then concentrate on attacking Ormi. Weaken him with Power Break and Armour Break. As long as all three enemies are still standing, they will use their dangerous No Love Lost attack, so eliminate Ormi quickly. Have your White Mage cast Dispel to remove Leblanc's protective magic. After eliminating Ormi, turn your attention to Logos and finally to Leblanc.

ORMI



Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	19	HP	1344	MP	45

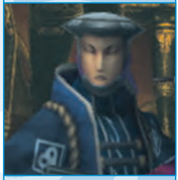
Strength	53	Defence	84	Magic	26	Magic Def	16	Fire	-	Lightning	-	Gravity	IMM
Agility	42	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	75%	Normal	X-Potion x1	**Bribe**	Normal	-
Gil	600	Rare	Elixir x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Poison (12%), Zantetsu (4%)

Drop	Normal	Twist Headband x1	EXP	AP	Gil
100%	Rare	Twist Headband x1	260	2	240

LOGOS



Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	21	HP	989	MP	70

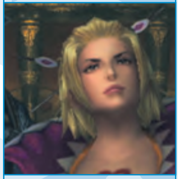
Strength	17	Defence	4	Magic	28	Magic Def	18	Fire	-	Lightning	-	Gravity	IMM
Agility	49	Luck	10	Evasion	40	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	75%	Normal	Mega-Potion x1	**Bribe**	Normal	-
Gil	640	Rare	Elixir x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Poison (16%), Zantetsu (20%)

Drop	Normal	Charm Bangle x1	EXP	AP	Gil
75%	Rare	Charm Bangle x1	260	2	240

LEBLANC



Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	23	HP	1380	MP	460

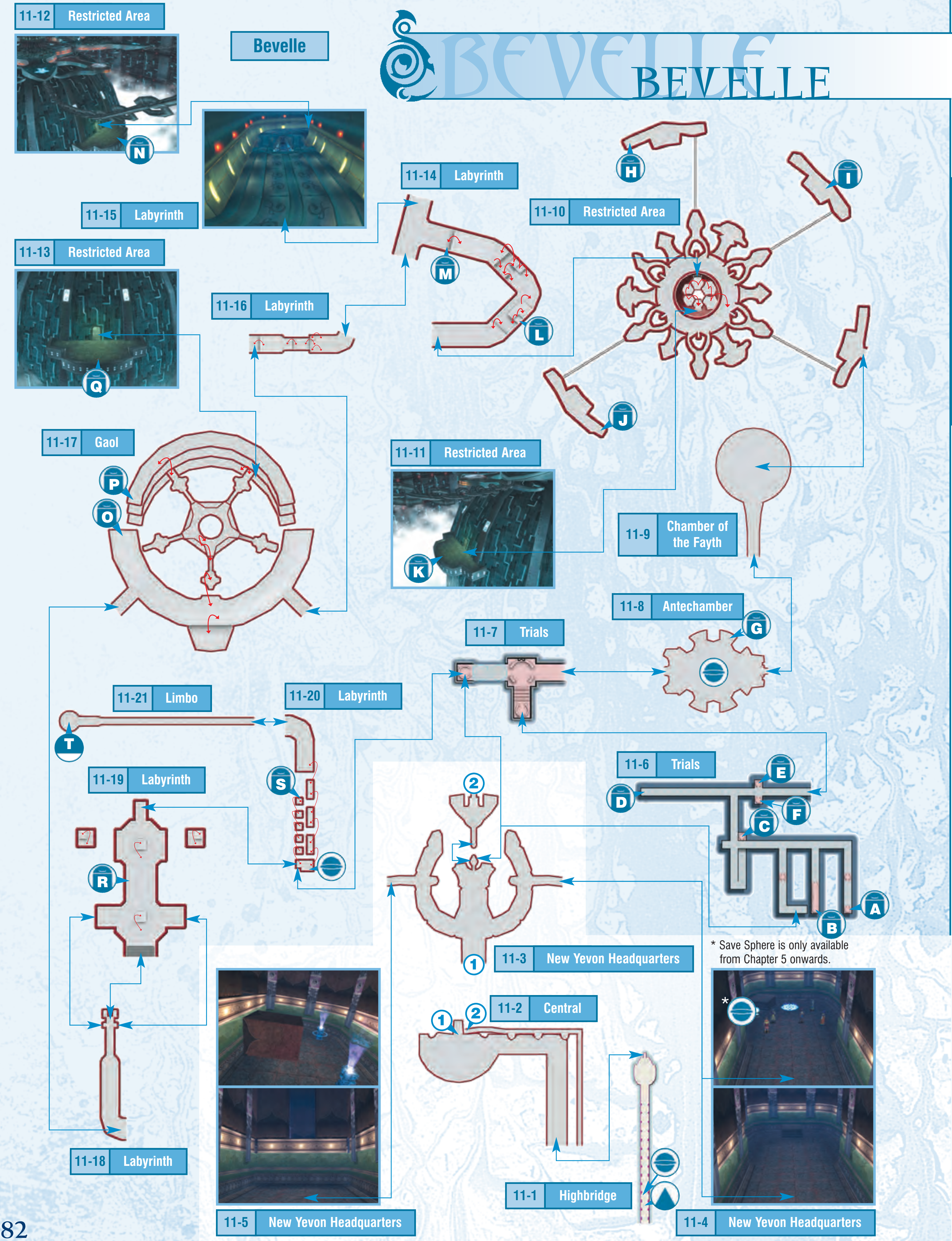
Strength	33	Defence	10	Magic	32	Magic Def	62	Fire	-	Lightning	-	Gravity	IMM
Agility	53	Luck	16	Evasion	22	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	75%	Normal	Elixir x1	**Bribe**	Normal	-
Gil	1500	Rare	Elixir x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Strength +/-, Defence +/-, Accuracy +/-, Doom, %-Damage
	Resistance:	Poison (39%), Zantetsu (24%)

Drop	Normal	Reassembled Sphere x1	EXP	AP	Gil
100%	Rare	Reassembled Sphere x1	380	2	300

BEVELLE


Bevelle
11-12 Restricted Area
N
11-15 Labyrinth
11-13 Restricted Area
Q
11-14 Labyrinth
M
L
11-16 Labyrinth
11-10 Restricted Area
H
I
J
11-17 Gaol
P
O
11-11 Restricted Area
K
11-9 Chamber of the Fayth
11-8 Antechamber
G
11-7 Trials
11-21 Limbo
T
11-20 Labyrinth
S
11-19 Labyrinth
R
11-6 Trials
E
D
F
C
A
B
2
1
11-3 New Yevon Headquarters
11-2 Central
1
2
11-18 Labyrinth
11-1 Highbridge
11-5 New Yevon Headquarters
11-4 New Yevon Headquarters
*

* Save Sphere is only available from Chapter 5 onwards.

KEY

	Chapter	Item	Qty.
A	2	Remedy	3
A	3	Oath Veil	1
A	5	Crystal Gloves	1
B	2	Remedy	3
B	3	Remedy	4
B	5	Remedy	5
C	2	Gil	3000
C	3	Gil	5000
C	5	Gil	10000
D	2	Hi-Potion	4
D	3	Hi-Potion	5
D	5	Hi-Potion	6
E	2	Potion	8
E	3	Potion	9
E	5	Potion	10
F	2	Phoenix Down	4
F	3	Phoenix Down	5
F	5	Phoenix Down	8
G	2	Chocobo Feather	1
G	3	Chocobo Feather	2
G	5	Chocobo Feather	3
H	2	Glass Buckle	1
H	3	Faerie Earrings	1
H	5	Oath Veil	1
I	2	Gil	500
I	3	Gil	800
I	5	Gil	1200
J	2	Pearl Necklace	1
J	3	Beaded Brooch	1
J	5	White Lore	1
K	1-5	Ribbon	1
L	2	Ether	4
L	3	Ether	5
L	5	Ether	6
M	2	Remedy	4
M	3	Remedy	5
M	5	Remedy	6
N	1-5	Downtrodder Garment Grid	1
O	2	Phoenix Down	5
O	3	Phoenix Down	6
O	5	Phoenix Down	8
P	1-5	Bloodlust	1
Q	1-5	Wring	1
R	2	Hi-Potion	1
R	3	Remedy	1
R	5	Dispel Tonic	1
S	2, 3 + 5	Dark Knight dressphere	1
T	3	Crimson Sphere 1	1

BACK IN THE DAYS OF FINAL FANTASY X...

Two years ago, Yuna's companions rushed to Bevelle to rescue her from Seymour's clutches. However, Tidus and friends were ambushed and captured by Kinoc and his men. The heroes were convicted by a court, and sent to the Via Purifico, under Bevelle – a fate considered worse than death.

MONSTERS

Name	HP	EXP	Steal
Flan Blanco	625	98	Arctic Wind x1 / Hypno Crown x1
Kukulcan	3220	135	Soft x2 / Remedy x1
Skink	882	108	Hi-Potion x1 / Remedy x1
Vertigo	688	65	Antidote x2 / x3
YAC-13	1380	80	S-Bomb x1 / Sleep Grenade x1
YAU-28	1270	80	Grenade x1 / S-Bomb x1
Yevon Defender	186	10	Budget Grenade x1 / Hi-Potion x1
Yevon Guard	223	10	Budget Grenade x1 / Hi-Potion x1
YSLS-99	2775	200	Mythril Gloves x1 / Defence Veil x1
YSLS-Zero	1935	350	Mythril Gloves x1 / x1

BARKEEP'S SHOP ON THE HIGHBRIDGE (MAP 11-1) AND IN THE ANTECHAMBER (MAP 11-8)

Item	Gil	Description
Potion	50	Restores 200 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Itchy, Curse and Pointless
Twist Headband	3000	Guards against Sleep
White Cape	3000	Guards against Silence
Silver Glasses	3000	Guards against Darkness
Star Pendant	4000	Guards against Poison

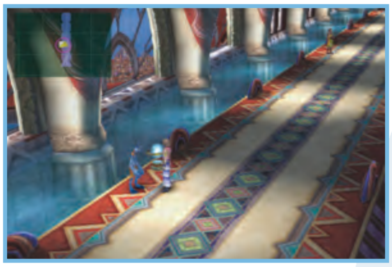
INTO BEVELLE

When you arrive at the Highbridge (Map 11-1), you will be confronted by guards. After defeating them, your next mission will begin. You can save your game at the nearby Save Sphere. If you returned the sphere to New Yevon at the beginning of Chapter 2, the guards will not appear.

MISSION: INFILTRATE BEVELLE

Barkeep is standing next to the Save Sphere, and will be happy to sell you some items (Fig. 1). If you returned the sphere to New Yevon at the beginning of Chapter 2, the man on the right of the Highbridge will offer to give you a lift. Take him up on his offer, if you are in a hurry.

Make your way along the Highbridge, where you will be repeatedly attacked by guards. Your ultimate destination is the New Yevon Headquarters (Map 11-3). Once you have arrived there, turn right into the small room. Hold ◎ to climb up onto the platform (Fig. 2) to reveal a passageway elsewhere. Now go back to the hall, and head towards the opposite side where you will discover the newly opened passageway. Hold ◎ to climb up, then step down into a small hall containing two pedestals. Press ⊗ (Fig. 3) to examine the lower pedestal and change the destination of the main lift in the entrance hall so that you can ride it down to the Bevelle - Trials (Map 11-6).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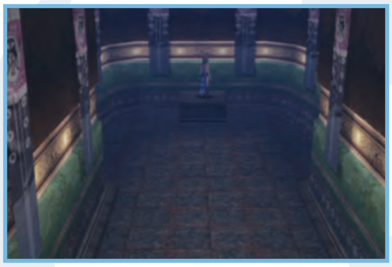
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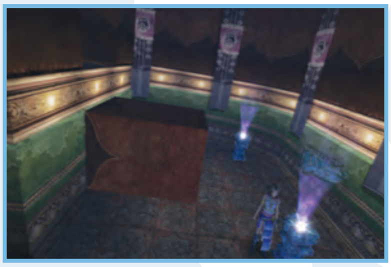

03

MOVING WALKWAYS AND TREASURE CHESTS

After you fight your first battle (Fig. 4) (Map 11-6), the moving patterns will be activated on the walkways although these will not interfere with your ability to reach the various treasure chests. You can avoid most of the monsters on the walkways, but some of them will drop down and ambush you. Follow the red arrow and you will eventually reach the Antechamber (Map 11-8). Once there, you can save your game and buy items from Barkeep. You will also find a treasure chest containing a Chocobo Feather. Make your way to the Chamber of the Fayth, (Map 11-9). From there, you will automatically reach the Restricted Area (Map 11-10) where Leblanc and her two sidekicks will be waiting for you. Unfortunately, your guide map will be temporarily deactivated from this point onwards.

04

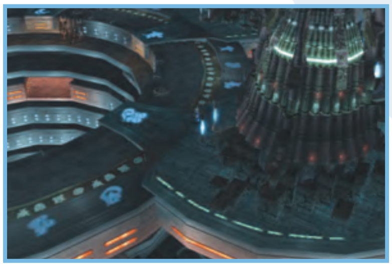
THE RESTRICTED AREA

If you go to the right-hand edge of the platform, an alarm will sound. This is unavoidable, so don't worry. Now go to the bottom end of the platform where you will find a low column. Press ⊗ next to the column to discover that the Restricted Area's security system must be manually disabled by using the three control towers with blue lights, if you are to access the lower sanctum. You will also be warned that the towers with red lights are set to defence mode.

Now go to the top end of the platform and jump from the right-hand side onto a chain which you will slide down to reach the platform with the six control towers. Moving forward, you will immediately be attacked by two YAC-13s. Defeat them and you will find yourself in front of the security tower that you just fought behind (Fig. 5). The two light columns next to the tower are blue, so walk between them and climb the stairs beyond to start the process of disabling the security system. Doing so will result in a battle with a YSLS – Zero, the boss you faced at the end of Chapter 1 in Kilika! Use Protect to guard your party, and weaken your opponent with Armour Break and Power Break. When you have defeated him, a platform will appear in the central pit; two more of these and you will be able to jump down to the red opening leading to the lower sanctum. If you proceed up the screen, anti-clockwise around the central pit, the second and fourth towers you come upon will have blue lights, which you must walk between, as before, to disable the security system. Avoid the towers with white lights unless you wish to reach the hidden Ribbon, as described in the Secrets chapter on page 200.

Behind most of the towers, there are chains that you can climb up to reach the outer wall (Fig. 6). On the outer platforms you will find chests containing items and accessories. Hold ◎ to slide back down to the central platform.

Once you have activated the third generator, the Precepts Guard will emerge. After the battle, the security system will be deactivated, and you can enter the passageway leading down to the Labyrinth (Map 11-14).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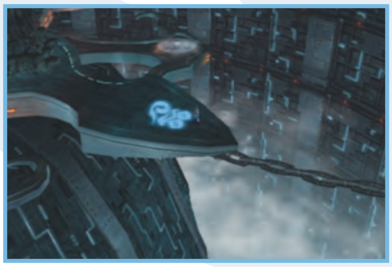
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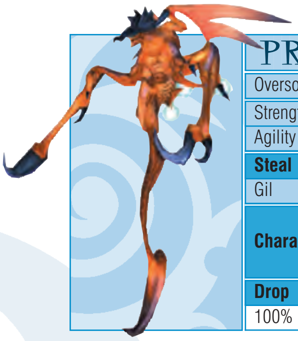
THE BOSS PRECEPTS GUARD

Have your White Mage heal your party and cast Shell and Protect. Start off by unleashing Power Break and Armour Break on your opponent. If the Precepts Guard casts Death, use Phoenix Down or cast Life to revive your party members. Cure Slow with a Remedy or have your White Mage cast Esuna. Similarly, cure Poison with Esuna or with an Antidote.



PRECEPTS GUARD

Oversoul	✓	Class	Spirit Beast	Chapters	1	**2**	**3**	4	**5**	Level	21 (33)	HP	3680 (7864)	MP	9999 (9999)

Strength	32 (78)	Defence	62 (62)	Magic	34 (34)	Magic Def	38 (38)	Fire	-	Lightning	-	Gravity	IMM
Agility	62 (82)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	x2

Steal	50% (100%)	Normal	Mana Tablet x1 (Recovery Bracer x1)	**Bribe**	Normal	-
Gil	1600 (3600)	Rare	Mana Tablet x2 (Recovery Bracer x1)		Rare	-

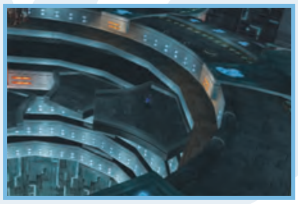
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, (Magic +/-), Doom, %-Damage
	Resistance:	Zantetsu (39%)

Drop	Normal	Regen Bangle x1 (Mana Tonic x3)	EXP	AP	Gil
100%	Rare	Regen Bangle x1 (Mana Tonic x4)	700 (1500)	1 (2)	800 (12000)

THROUGH THE LABYRINTH AND ON TO YOUR DESTINATION

Use the three platforms to jump down to the red opening (Fig. 7) and head along the passageway beyond to the Labyrinth (Map 11-14). When you reach the T-junction, turn right. Activate the central glyph to reveal a moving platform (Fig. 8). Use it to reach the Restricted Area (Map 11-12). Here, you will discover a treasure chest containing the Downtrodder Garment Grid. Return to the T-junction and take the left-hand passageway (Map 11-16).

Climb both of the columns (Fig. 9) to activate a bridge across the gap. Upon arriving in Bevelle – Goal (Map 11-17), you are confronted with a gigantic rotating machine. You can safely ignore this, but if you want to gain the rare accessories Bloodlust and Wring, consult the Secrets chapter on page 175. Follow the walkway to the left to reach the Labyrinth (Map 11-18).



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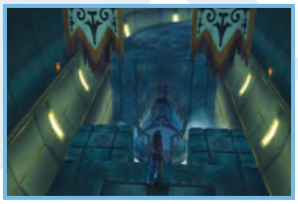

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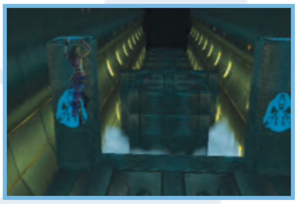
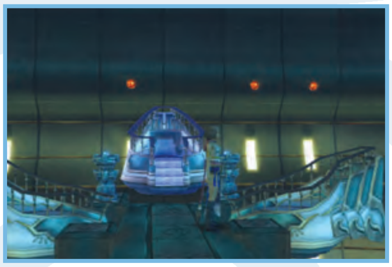


09

A BIT OF DRIVING...

You will eventually reach a platform where three transporters are docked. First, use either one of the side-facing transporters.

- Ride the transporter (Fig. 10) down to the Labyrinth (Map 11-19).
- Go to the lower edge of the screen (do not climb up on the stone platform) and from there jump down (Fig. 11). You will arrive back at the two remaining transporters.
- Use the transporter in the middle and go up.
- You will see a platform. Climb onto it (Fig 12) to raise some platforms leading to a chest elsewhere (Map 11-20). The transporter will take you back.
- Use the other transporter and ride it down.
- Go to the opposite side, (do not climb on to the stone platform) and use the transporter that you had used previously to go back up.
- Use the transporter in the middle again.
- Step onto the stone platform again to raise more platforms (Map 11-20). When you have done that, take the transporter back down.
- Ride the side-facing transporter back down (Map 11-19).



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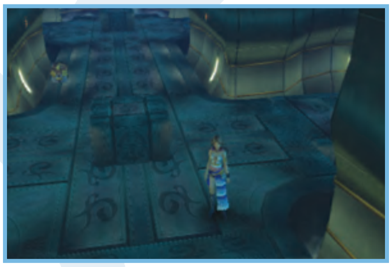

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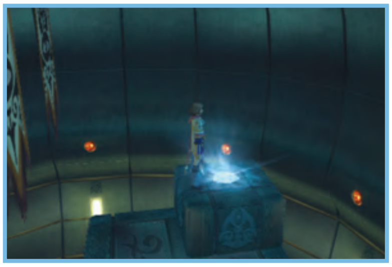
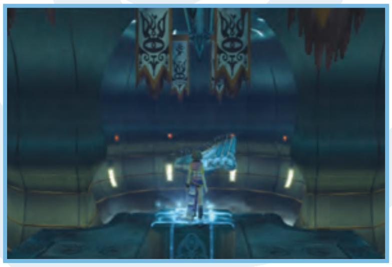


12

...FOR A NEW DRESSPHERE

You can now climb on to each of the two stone platforms to reveal a bridge across to the transporter (Fig. 13). Use the transporter and save your game. You can now reach the chest on the left, which contains the Dark Knight dressphere (Fig. 14). You will encounter Baralai, the first of two bosses, on your way to Limbo (Map 11-21).



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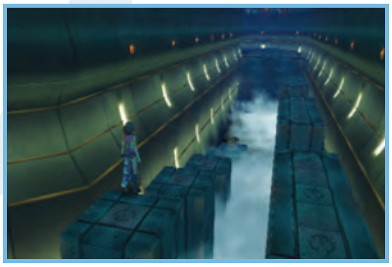


14

Before you proceed after your victory, return to the Save Sphere and save your game. Having done that, run to the end of Limbo and confront the mighty aeon, Bahamut. Afterwards, you will have an opportunity to save your game before you continue to Chapter 3.

THE BOSS BARALAI

Since Baralai's attacks are powerful and come in rapid succession, you will need a White Mage to perform healing and cast Protect. Use Power Break and Armour Break to weaken Baralai. Counteract Stop and Slow with Haste. Make Rikku a Dark Knight and have her unleash the potent Darkness attack. Avoid using the Trigger Happy Command, as doing so will prompt Baralai to use his devestating Multi Shot attack.

BARALAI

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	24	HP	3380	MP	540

Strength	71	Defence	42	Magic	54	Magic Def	4	Fire	-	Lightning	-	Gravity	IMM
Agility	135	Luck	4	Evasion	33	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Charm Bangle x1	**Bribe**	Normal	-
Gil	2000	Rare	Charm Bangle x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Zantetsu (39%)

Drop	Normal	Pearl Necklace x1	EXP	AP	Gil
100%	Rare	Pearl Necklace x1	1000	10	1300

THE BOSS BAHAMUT

Bahamut's attacks are extremely powerful, so make sure you frequently use the Pray Command and cast Cure magic. Your opponent's Mega Flare attack is heralded by a 5-step countdown, which should give you enough time to protect your party with Shell and complete any necessary healing. Once again, having one character as a Dark Knight and repeatedly using the Darkness attack is a very effective strategy.

BAHAMUT

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	20	HP	8400	MP	9999

Strength	71	Defence	160	Magic	86	Magic Def	10	Fire	-	Lightning	-	Gravity	IMM
Agility	86	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	50%	Normal	Mute Shock x1	**Bribe**	Normal	-
Gil	2200	Rare	Mute Shock x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, Delay, %-Damage
	Resistance:	Zantetsu (39%)

Drop	Normal	Gris-Gris Bag x1	EXP	AP	Gil
100%	Rare	Gris-Gris Bag x1	1300	15	1000

CHAPTER 3

CELSIUS

The maps and key to the Celsius can be found on page 55.

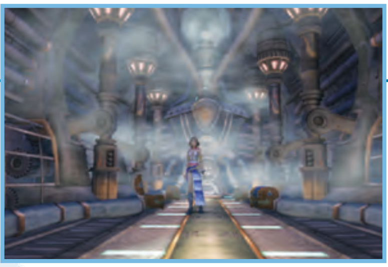
A DIFFICULT DECISION

Events seem to be speeding up rapidly. You have a difficult decision to make between three Hotspots: Besaid Island, Kilika Island and Mushroom Rock Road. If you returned the sphere to New Yevon in Chapter 2, your third Hotspot choice will be Bevelle. It doesn't make much difference in which order you visit these places. For the purposes of this guide, we chose to start with Besaid Island and work our way down the list.

A LITTLE BIT ON THE SIDE...

You can also choose to visit other locations in Spira and spend some time on the secondary missions described in Chapter 3. You will find detailed information on these in the What's Next? box below. If you would like to investigate the contents of the treasure chests in the Celsius engine room (Fig. 1), take a nap in the cabin or visit the shop, press ◎. This will take you back to the Bridge.

If, by chance, Clasko should still be on board the Celsius, he will now make for the Calm Lands, which will trigger a new secondary mission. If you select "Calm Lands" at the mission selection menu, the information in the text box will have changed as a result of Clasko's actions.



01

If O'aka is on board the Celsius, make an effort to talk to him in order to increase your Completed score. If you have paid his debts, he will leave the airship and go to the Agency in Lake Macalania (Map 17-16). If you haven't taken care of O'aka's debts yet, he'll still be selling his reduced wares in the Cabin. Irrespective of when O'aka leaves the airship, the information in the text box will have changed when you next select "Lake Macalania" at the mission select menu.

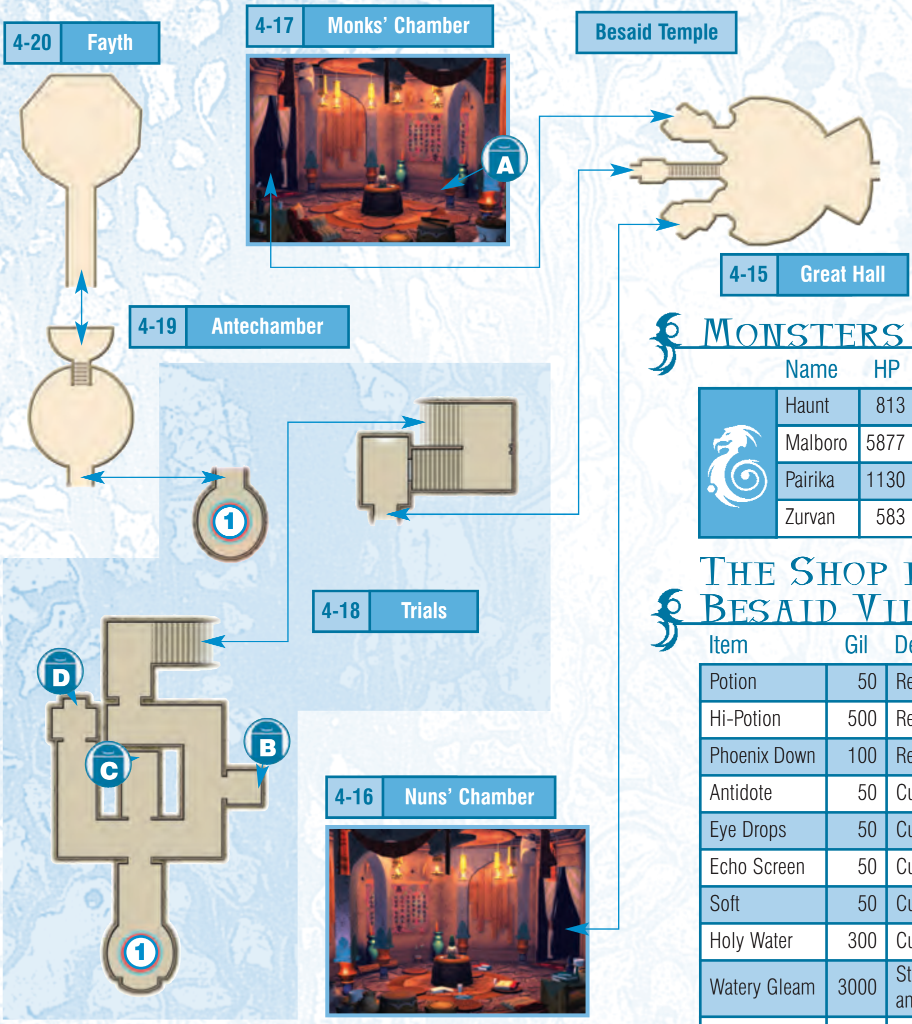
WHAT'S NEXT?

You will again find that most of the game's treasure chests will have been replenished with new items. Additionally, the people you have talked to will generally have new things to say about their various situations; talking to some of them will increase your Completed score.

The following tasks will now become available, but pay attention to the Notes, as some missions will only appear under certain circumstances.

Location	Mission	Notes	Page
Besais Island	**Hotspot**	**-**	**88**
Kilika Island	**Hotspot**	**-**	**89**
Mushroom Rock Road	**Hotspot**	**Bevelle will be the Hotspot instead if the sphere was returned to New Yevon in Chapter 2**	**-**
Besaid Island	Various	Search for items, mini-games	177
Kilika Island	Obtain reward for monkey search	As soon as the location is no longer a Hotspot. Otherwise, not possible again until Chapter 5	178
Luca	Sphere Break Tournament	A mini-game, not possible again until Chapter 5. Award: Lady Luck dressphere	178
Mi'ihen Highroad	Machina Gone Wild	This mission has an impact on the Detective Rin secondary mission in Chapter 4 or 5	179
Mushroom Rock Road	Gather information	Only possible when the location is not a Hotspot	179
Djose Temple	Receive Al Bhed Primer	Only possible before the location is a Hotspot	179
Moonflow	Gather information	-	179
Guadosalam	Gather information	Only possible after the start of the secondary mission in Bikanel Desert. Cannot be completed until Chapter 5	180
Thunder Plains	Gather information	-	180
Macalania Woods	Travel Agency SOS	-	180
Bikanel Desert	The Cactuar Connection	Cannot be completed until Chapter 5	181
Bevelle	Gather information	Only possible if the sphere was returned to New Yevon in Chapter 2 and as long as Djose Temple is not a Hotspot. If the sphere was returned to the Youth League, you cannot enter the city until Djose Temple becomes a Hotspot	181
Calm Lands	Fiends in the Gorge Cave	Including further secondary missions	181
Mt. Gagazet	Ronso Rampage	The events which occur have an important impact on various secondary missions	183
Zanarkand Ruins	Gather background information	Including further secondary missions	184

BESAID ISLAND



KEY

	Chapter	Item	Qty.
A	3-5 *	Search Sphere	1
B	3	Favourite Outfit	1
B	5	Mega Phoenix	2
C	3	Mana Spring	2
C	5	Mana Spring	3
D	3	NulFrost Ring	1
D	5	Stamina Spring	3

* Besaid Key is required

MONSTERS

Name	HP	EXP	Steal
Haunt	813	108	Arctic Wind x1 / Water Gem x1
Malboro	5877	310	Hi-Potion x1 / x2
Pairika	1130	124	Lightning Marble x1 / Yellow Ring x1
Zurvan	583	88	Dispel Tonic x1 / x2

THE SHOP IN BESAID VILLAGE (MAP 4-10)

Item	Gil	Description
Potion	50	Restores 200 HP
Hi-Potion	500	Restores 1000 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Watery Gleam	3000	Strength +8, adds the Water element to attacks and skills
Blue Ring	3000	Magic +4, Water damage halved. User can cast Water
NulTide Ring	8000	Magic +6, nullifies Water damage. User can cast Watera

FIENDS IN BESAID TEMPLE

From the Village Slope (Map 4-8) starting point go directly to Besaid Village (Map 4-9). Talk to Lulu, who lives in the middle hut on the right-hand side of the village (Fig. 1). She will tell you that Wakka has been busy battling fiends that are running amok in the village. Go outside and enter the Great Hall (Map 4-15).

Beclem is standing at the foot of the large stairway. He advocates a drastic solution to the fiend problem. He wants to burn down the temple to destroy all the fiends, so you should take care of the fiends first before he gets the chance to carry out his plan. Although your next mission will start immediately after your conversation, you are still free to explore the village or to return to the Celsius.

01

MISSION: PROTECT BESAID TEMPLE!

Climb the stairs at the far end of the Great Hall to enter the Trials (Map 4-18). Your path ahead is clear to see. Unfortunately, you won't be able to reach most of the treasure chests indicated on the maps until you have completed the secondary mission here (see Secrets chapter on page 177). Battle your way through the temple until you find Wakka, exhausted from his fiend fighting efforts (Fig. 2). Use the platform to his right to reach the Antechamber (Map 4-19). The boss will be clearly visible at the far end of the chamber, but don't worry, you can take all the time you need to prepare your party to tackle Valefor (Fig. 3).

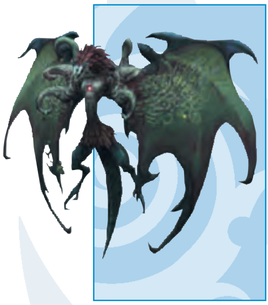
Upon defeating Valefor, you will return to the Celsius and can now choose between two Hotspots, Kilika Island and Mushroom Rock Road, (or Kilika Island and Bevelle, if you returned the sphere to New Yevon in Chapter 2). You can also choose to undertake any of the secondary missions from the What's Next? box (see page 87).

02

03

THE BOSS VALEFOR

If you have any Accessories or Garment Grids that raise Magic Defence, be sure to equip them. As usual, make sure that you have at least one White Mage in your party healing her comrades with Pray and Cure spells. Weaken the boss using the Warrior's Magic Break attack, and follow up with some powerful Black Mage spells. The (8430 HP) aeon will steal MP when it attacks, so use MP Absorb as a counter measure to replenish your party's MP. The White Mage should cast Shell to protect the party. The Dark Knight's Darkness attack is as effective as ever, whilst equipping Yuna's special dressphere will help you to finish the aeon off in spectacular fashion.



VALEFOR

Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	22	HP	8430	MP	9999
Strength	97	Defence	76	Magic	11	Magic Def	20	Fire	-	Lightning	-	Gravity	IMM		
Agility	125	Luck	3	Evasion	25	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	50%	Normal	Healing Spring x4	**Bribe**	Normal	-
Gil	1500	Rare	Healing Spring x6		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, Delay, %-Damage
	Resistance:	Zantetsu (31%)

Drop	Normal	Moon Bracer x1	EXP	AP	Gil
100%	Rare	Moon Bracer x1	1500	15	1200

KILIKA ISLAND

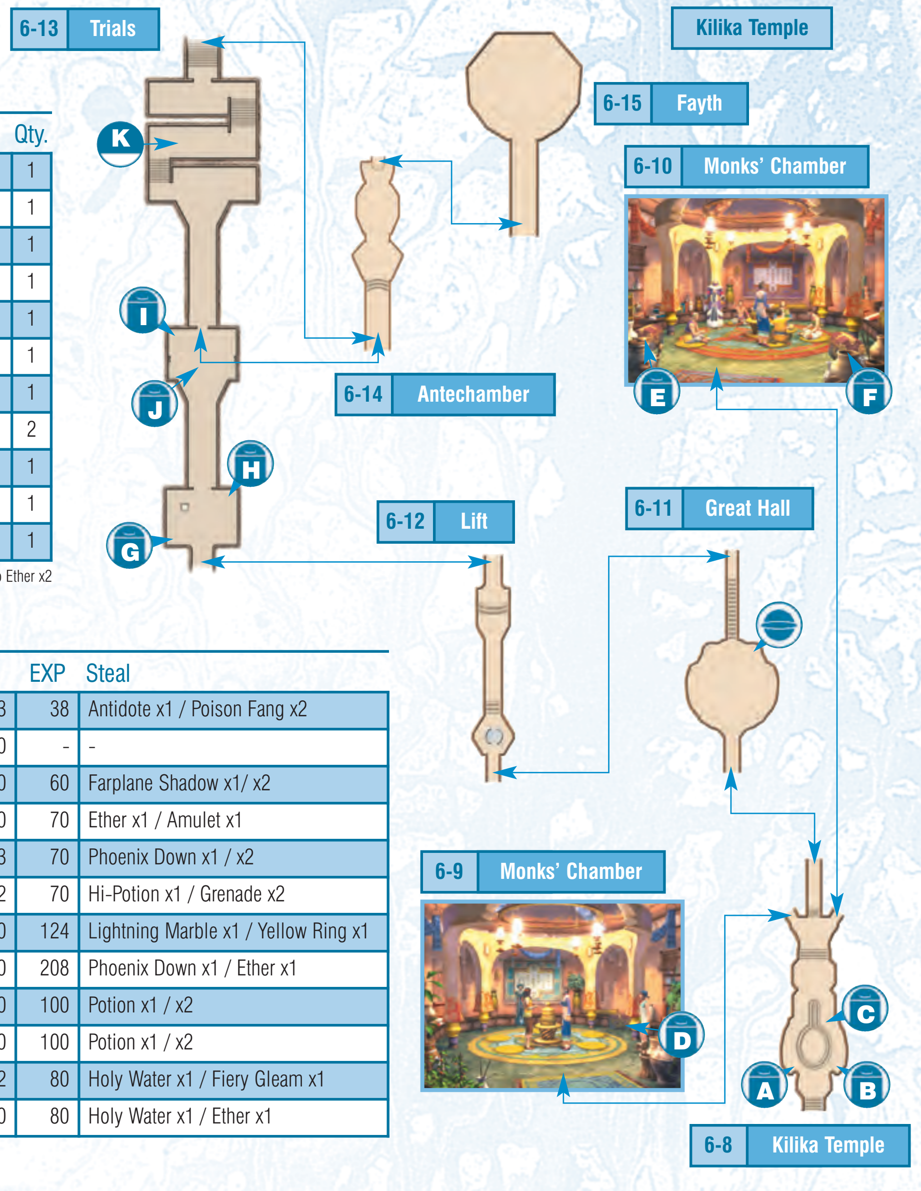
KEY

	Chapter	Item	Qty.
A	5	X-Potion	1
B	5	Ether	1
C	5	Mega-Potion	1
D	5	Megalixir	1
E	5	Wall Ring	1
F	5	Regen Bangle	1
G	5	Cat's Bell	1
H	5	Ether	2
I	5	Wizard Bracelet	1
J	5 *	Samurai dressphere	1
K	3	Samurai dressphere	1

*If already obtained: Turbo Ether x2

MONSTERS

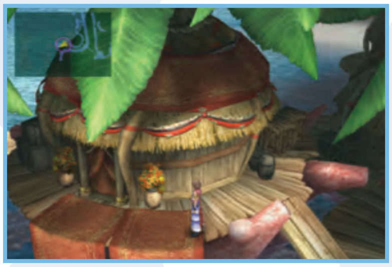
Name	HP	EXP	Steal
Assassin Bee	233	38	Antidote x1 / Poison Fang x2
Chocobo	3890	-	-
Daeva	3230	60	Farplane Shadow x1/ x2
League Mage	1020	70	Ether x1 / Amulet x1
League Raider	293	70	Phoenix Down x1 / x2
League Warrior	422	70	Hi-Potion x1 / Grenade x2
Pairika	1130	124	Lightning Marble x1 / Yellow Ring x1
Queen Coeurl	3270	208	Phoenix Down x1 / Ether x1
Watcher-R	620	100	Potion x1 / x2
Watcher-S	620	100	Potion x1 / x2
Yevon's Finest	1722	80	Holy Water x1 / Fiery Gleam x1
Yevon Striker	1730	80	Holy Water x1 / Ether x1



FIENDS IN KILIKA TEMPLE

Upon reaching the Docks, (Map 6-1) open the treasure chests to see what new items they contain. You may also wish to visit the shop, where the range of goods has expanded since last time. When you have finished exploring the Residential Area (Map 6-2), head for Dona's House (Map 6-3 – Fig. 1).

Dona will explain how to get past the Youth League security guards that closely watch the gate that bars your path to the Woods. When you're ready to try and sneak through, walk towards the gate and answer: "You bet I am" when prompted. Feel free to take more time to explore the village beforehand. Don't forget the treasure chest on the roof of Dona's House, which contains 2000 Gil. Sneaking past the guards is quite tricky, but you will be offered the chance to practice as many times as you like, so take the opportunity to do so until you're sure that you can succeed.


01

THE SHOP IN KILIKA

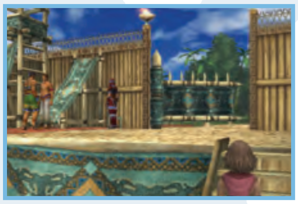
Item	Gil	Description
Potion	50	Restores 200 HP
Hi-Potion	500	Restores 1000 HP
Phoenix Down	100	Revives character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Twist Headband	3000	Defence +4, Magic Defence +4, Guards against Sleep
White Cape	3000	Defence +4, Magic Defence +4, Guards against Silence
Silver Glasses	3000	Defence +4, Magic Defence +4, Guards against Darkness
Star Pendant	4000	Defence +4, Magic Defence +4, Guards against Poison
Beaded Brooch	10000	Defence +8, Magic Defence +8, Guards against Silence and Darkness
Glass Buckle	10000	Defence +8, Magic Defence +8, Guards against Poison and Sleep

RUSH THE GATE

When you are ready to go, press R1 to cycle through three different views: two of the gate and one of Dona. Wait until the guard opens the gate and walks over to the left (Fig. 2). Quickly cycle back through the views to check that the guard is turned fully towards Dona and listening attentively to her (Fig. 3). When you can see that he is completely distracted by his lovely companion, and are sure that the gate is still open, quickly press ⊗ to run through the gate.

If you have done everything correctly, your party will slip past the guards and go through the gate, emerging to find a chest containing Bushido Lore. If the guards are alerted during your attempt to sneak through, the chest will not appear. Successful or not, your movements didn't go unnoticed. Dona will call after you with a useful tip – more about this later. Upon arriving in the Woods, (Map 6-5) be sure to save your game. The fiends that lurk there are much more aggressive and dangerous than those you encountered during your last visit.

There are three main pathways through the Woods (Map 6-5), but the question is, will any of them help you to reach Kilika Temple? Try to walk along each of the paths in the direction of the temple, and you will find your progress blocked by barriers, but you need to ascertain this before your party will consider what to do next. What to do now? Remember the tip that Dona shouted out to you? She said to "walk the treetops". Head for the start of the narrow middle pathway (Fig. 4). This should trigger a scene in which the party takes Dona's advice and jumps across the treetops. Eventually, you will emerge on the other side of the path. Run ahead to reach the Pilgrimage Road (Map 6-7). Unfortunately, you can't go down the steps to use the Save Sphere; instead, you must head up the steps to the temple.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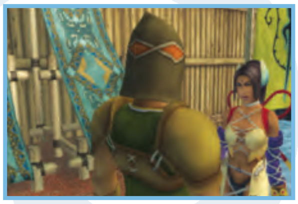
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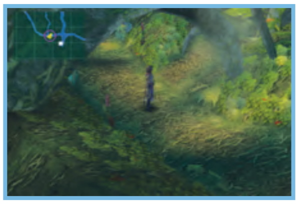
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MISSION: PEST CONTROL

Your next mission will begin as soon as you reach Kilika Temple (Map 6-8). Talk to the man pacing backwards and forwards. He has items to sell, so this would be a good opportunity to stock up if you need to (Fig 5).

You now have the opportunity to save your game at a Save Sphere in the Great Hall (Map 6-11) or to return to the Celsius. When you are ready to continue, head up the steps to the platform (Map 6-12) and press ⊗ to go down.

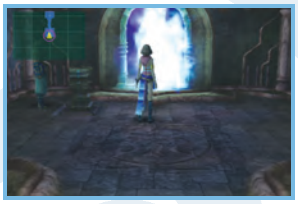
You must defeat several Daeva fiends and one aeon to complete the Trials (Map 6-13). If your White Mage has learned Reflect, victory should be relatively easy. Use Reflect to direct all magic attacks back onto Daeva (Fig. 6). Be careful not to use any Cure magic on your party because that will also be reflected back onto the fiend. Feel free to use the White Mage Command ability Pray as that will not be reflected back. >>

05

06

>> Walk forward, (Fig. 7) and defeat the Daeva in the middle of the chamber. Approach the flaming doorway and battle another Daeva. Go through to the next chamber, where you will find three recesses lit with blue flames (Fig. 8): first of all, touch the flame on the right wall, then the one on the left wall, and lastly the one in the middle. In the next room you will be confronted by two more Daevas. Before leaving the room through the exit on the opposite side, check the recess in the floor to find the Samurai dressphere (Fig. 9). Finally, get ready to do battle with the boss.

Upon defeating the boss, you will find yourself on board the Celsius once again where you receive a plea for help from Djose Temple. If you don't want to undertake this mission, press ◎ to cancel. You may then select one of the alternative missions detailed in the What's Next? box on page 87.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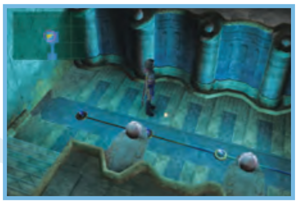
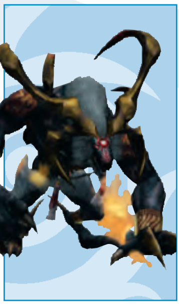

09

THE BOSS IFRIT

Ifrit is a difficult opponent (8820 HP) so prepare your party carefully before entering the fray. Equip all your party members with the Heart of Flame Garment Grid (provided that you have it, of course) to guard against Fire damage. Equip the Red Ring accessory to reduce Fire damage by half. Use a White Mage to cast Protect and Shell as well as Cure/Cura/Curaga magic. Ifrit's Achilles' heel is the Ice element, so have your Black Mage cast Blizzard spells and keep the pressure on with the Ice Brand Warrior attack. To weaken this mighty aeon, use the tried and tested Warrior attacks Power Break and Armour Break.



IFRIT

Oversoul	-	Class	-	Chapters	1	2	**3**	4	5	Level	23	HP	8820	MP	9999

Strength	82	Defence	98	Magic	22	Magic Def	49	Fire	ABS	Lightning	-	Gravity	IMM
Agility	114	Luck	2	Evasion	14	Accuracy	0	Ice	x2	Water	-	Holy	-

Steal	50%	Normal	Fiery Gleam x1	**Bribe**	Normal	-
Gil	1800	Rare	Fiery Gleam x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, Delay, %-Damage
	Resistance:	Zantetsu (31%)

Drop	Normal	Angel Earrings x1	EXP	AP	Gil
100%	Rare	Angel Earrings x1	1800	15	1300

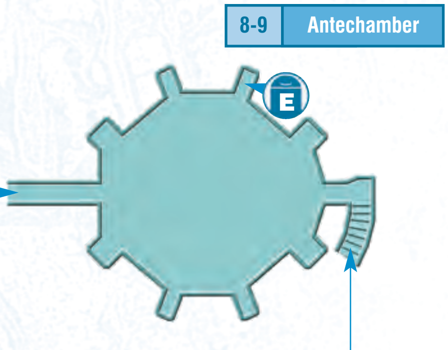
DJOSE TEMPLE

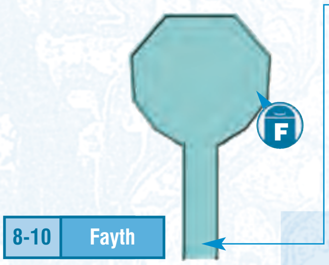
MONSTERS

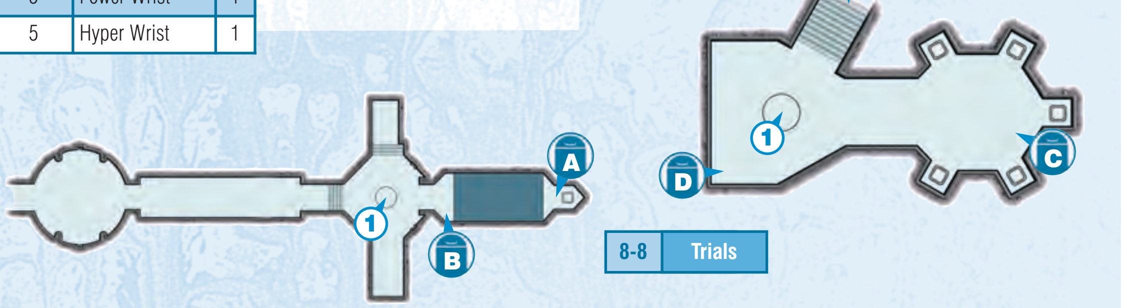
Name	HP	EXP	Steal
Haunt	813	108	Arctic Wind x1 / Water Gem x1
Pairika	1130	124	Lightning Marble x1 / Yellow Ring x1
Tomb	4820	480	Remedy x1 / Black Choker x1

KEY

	Chapter	Item	Qty.
A	3	Stamina Spring	1
B	5	Mana Spring	1
C	3	Wristband	1
D	5	Soul Spring	1
E	5	Power Wrist	1
F	5	Hyper Wrist	1

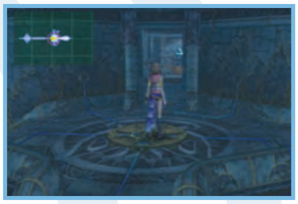






Mission: No Way, Djose!

You will receive an Al Bhed Primer at the start of your next mission. When you first arrive at Djose Temple (Map 8-3), don't forget to get items from the treasure chests in the immediate vicinity before attending to your vital rescue mission. Afterwards, enter the Great Hall (Map 8-5), and head down the stairs to the Trials (Map 8-8). Make your way past the harmless bolts of lightning to reach the platform (Fig. 1). Press ⊗ to go up. An electrified barrier blocks the stairway on your left, so go straight ahead into the chamber, where you will find a chest containing a Wristband. You must now move up to five pedestals in order to disable the electrified barrier. To do so, stand next to each pedestal and press ⊗ (Fig. 2). Only one of the five pedestals is the correct one to move but you will have to move them in turn in order to find out which one it is. When you move the others a fiend will appear, but there's nothing you can do to avoid this happening.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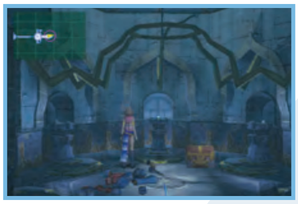

02

Battle Tips...

We recommend using the Dark Knight Darkness attack to deal with the Tomb and Pairika fiends that inhabit Djose Temple. If you want to do some levelling up and learn some new abilities, keep to the bottom area of the Trials (Map 8-8). Walk around in order to trigger random encounters. Staying in this location will ensure that you can quickly reach the Save Sphere (map 8-3) if you need to replenish your party's HP and MP without using curative items or magic. You can also equip Lure Bracer to increase the chances of random encounters.

Victory Comes Before a Fall

Before you climb the stairs to the Antechamber (Map 8-9) make sure that your party is properly prepared to face the next boss, Ixion. Upon winning the battle, you will receive the Unwavering Guard Garment Grid.

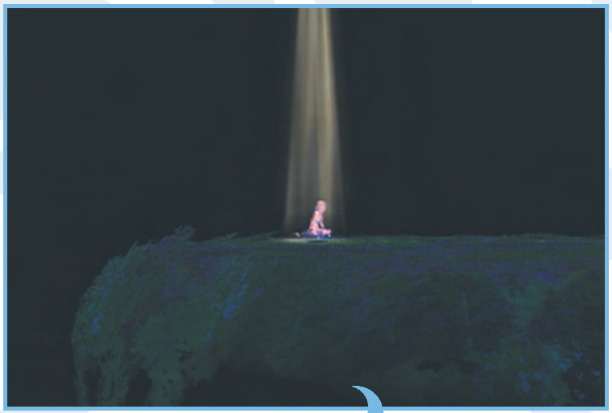
In a dramatic postscript to the battle with Ixion, Yuna is hurled into a deep, dark hole. A breathtakingly beautiful scene follows in which a man calling himself, 'Shuyin', is looking for a certain Lenne. Yuna will then receive Crimson Sphere 2 and Crimson Sphere 3 from Nooj and Gippal. The mood will change suddenly when Yuna's surroundings are plunged into darkness (Fig. 3).

You now have an important task to complete if you want to see the "better" ending when you complete the game. You may remember that a whistle was Yuna and Tidus' special signal for help in Final Fantasy X (see Back in the Days of Final Fantasy X… on page 52). This is significant in the steps that follow.

Yuna will call out, "I'm all alone", then crouch down. Press ⊗ and you will hear a whistle. She will then stand up and look around. After she has finished speaking and the camera angle changes, press ⊗ again to hear another whistle. Yuna will then turn and run. Once she stops running, press ⊗ for the third time and you will again hear a whistle. She will now walk slowly to the edge of the platform; when she stops, press ⊗ for a fourth and final time and a last whistle will be heard.

If you correctly induce all four whistles, Yuna will walk along the path of light that leads up and out of the darkness. If you want to be sure of achieving this, you can instead simply press ⊗ repeatedly after she first calls out until you have heard four whistles.

This is essential if you want to see the "better" ending when you complete the game. Regardless of whether you take the action outlined above, you will find yourself back on board the Celsius. Chapter 3 is now complete and you will have the opportunity to save your game.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The Boss Ixion

Ixion favours Lightning magic, so make sure that your party members equip the relevant Magic Defence accessories and Garment Grids. As a Lightning aeon, Ixion is vulnerable to Water magic, so try to use as many Water-based spells and attacks as possible. Use Armour Break and Magic Break to weaken the (12380 HP) aeon, and strengthen your party with the Songstress abilities Battle Cry and Disenchant. A White Mage should perform healing with Pray and Cure and also cast Protect. Healing is especially important after Ixion's devastating Aerospark attack. The ever-reliable Darkness is extremely effective against Ixion, as is Yuna's special dressphere Fallalery attack Aqua Whirl.

IXION

Oversoul	-	Class	-	Chapters	1	2	**3**	4	5	Level	28	HP	12380	MP	9999

Strength	62	Defence	106	Magic	21	Magic Def	82	Fire	-	Lightning	ABS	Gravity	IMM
Agility	138	Luck	4	Evasion	35	Accuracy	0	Ice	-	Water	x2	Holy	-

Steal	50%	Normal	Sprint Shoes x1	**Bribe**	Normal	-
Gil	3000	Rare	Sprint Shoes x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, Delay, %-Damage
	Resistance:	Zantetsu (31%)

Drop	Normal	Soul of Thamasa x1	EXP	AP	Gil
100%	Rare	Soul of Thamasa x1	2600	15	1800

CHAPTER 4

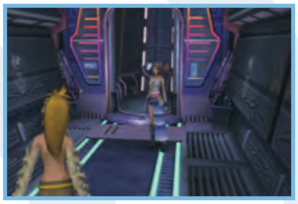
CELSIUS

The maps and key to the Celsius can be found on page 55.

A Light in the Darkness

Back on board the Celsius, your companions will want to know what's going on. Speculation will continue for some time, so head for the Deck. On your way there, Rikku will join you for a chat (Fig. 1). You can then continue on your way to the Deck. Walk forward to the front of the Deck and talk to Paine (Fig. 2). She's prepared to reveal more about her past than ever before, and she even sheds some light on the mystery of Shuyin and Lenne.

After this enlightening interlude, you can return to the Bridge. Or, if you wish, you can visit the Cabin and the Engine Room where the treasure chests have been filled up again. Don't forget to rest in the Cabin to ensure that you unlock the bonus scene in Chapter 5, and check out the range of goods in the Gullstore if you want to spend some of your hard-won cash.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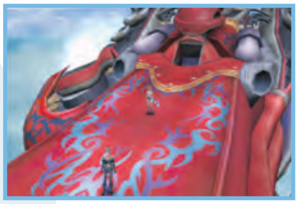
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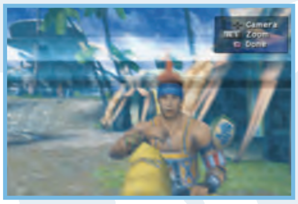
A Flood of Information

Upon your return to the Bridge, Shinra will suggest that you inspect the CommSpheres. You will receive a further Al Bhed Primer. Talk to Shinra, then select the locations that you want to view on the CommSphere Network. The order is up to you. Move the camera using the directional buttons, press R1 to zoom closer and ◻ to exit.

- Look for Wakka and engage in a short conversation (Fig. 3) on Besaid Island
- Thanks to the connection with Kilika Island you can keep an eye out for Dona and have a conversation with her too (Fig. 4)
- Search for Yaibal on Mushroom Rock Road and listen to his news (Fig. 5)
- Check in on Bevelle and talk to Maroda (Fig. 6)

After your virtual tour around Spira, press ◎ to return to the Bridge and talk to Buddy. If you are interested in obtaining up to three more Al Bhed Primers, go back and talk to Shinra again and check out Djose Temple and Macalania Woods via the CommSpheres. For more information, read the Secrets chapter on page 186 to 187. Return to the Bridge and talk to Buddy when you're ready to undertake your next mission. You will now travel to Moonflow to search for Tobli. For once, you will not have any choice about your destination.



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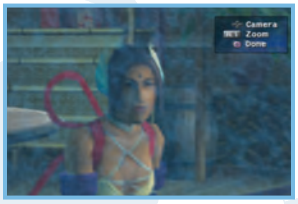

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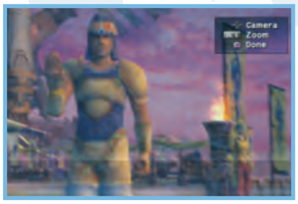

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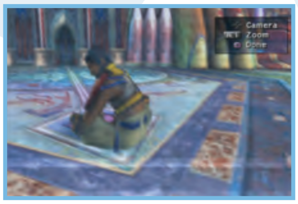

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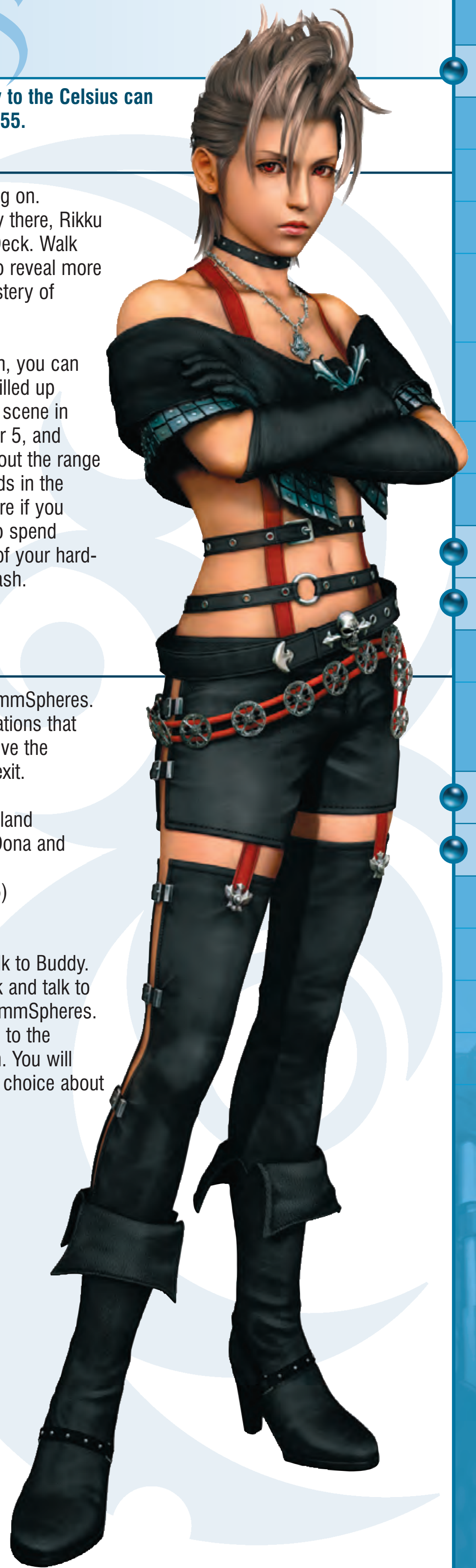


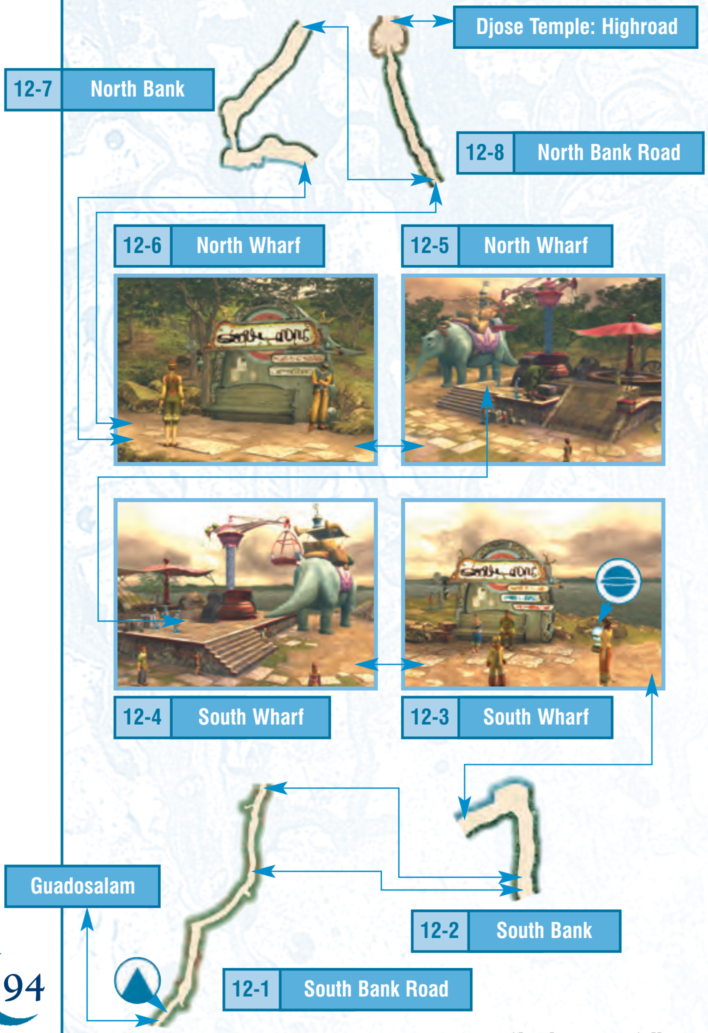
MOONFLOW

BACK IN THE DAYS OF FINAL FANTASY X...

Wakka told the heroes that there was a lost city at the bottom of the river. Ever distrustful of the Al Bhed, he believed that the city sank as a punishment for its inhabitants' over-reliance on machina. After a failed attempt by Al Bhed pirates to kidnap Yuna, the heroes met Rikku. Even though she, too, was a member of the Al Bhed race so despised by Wakka, Rikku soon won the hearts of the group, including Wakka's.

MONSTERS

Name	HP	EXP	Steal
Agama	133	27	Antidote x1 / Remedy x1
Archaeothyris	1332	188	Eye Drops x2 / Remedy x1
Balivarha	3688	460	Hi-Potion x1 / Fire Gem x2
Bandit	132	28	Budget Grenade x1/ x2
Barbuta	562	42	Lunar Curtain x1 / Star Curtain x2
Blackguard	760	30	Phoenix Down x1 / x2
Chocobo	3890	-	-
Flan Blanco	625	98	Arctic Wind x1 / Hypno Crown x1
Ruffian	1480	90	Grenade x1 / S-Bomb x1
Shell Shocker	4700	860	Iron Bangle x1 / Mythril Gloves x1
Taromaiti	1782	650	Antidote x2 / Stamina Spring x1
Varan	1132	410	Dispel Tonic x1 / x2
Watcher-A	620	100	Potion x1 / x2
Watcher-R	620	100	Potion x1 / x2
Watcher-S	620	100	Potion x1 / x2



MISSION: WHERE'S TOBLI?

It appears that you are not the only person looking for Tobli. After just a few steps along South Bank Road (Map 12-1), you will encounter others who are very interested in the curious chap. Eventually, you will spot Tobli running away as fast as his little legs can carry him. A madcap chase will ensue (Fig. 1). Your simple task is to follow Tobli along the path to South Wharf (Map 12-3). The chase will be interrupted by numerous random encounters, so make sure that you are equipped with accessories that guard against Poison, Darkness and Sleep. When you reach South Wharf (Fig. 2), the locals will inform you that Tobli is still hiding somewhere in South Bank. You must now turn around and go all the way back again! Before you dash off, take the opportunity to use the Save Sphere.

01

02

03

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When you reach South Bank Road (Map 12-1), you will see Tobli. Run after him for a few more metres. Eventually, he'll come roaring past you in a vehicle that he has commandeered. You must turn on your heels yet again and retrace the well-worn path back to South Bank (Map 12-2). When you arrive, a loud crash will alert you to the fact that Tobli has finally come to a dead halt (Fig 3)! However, it takes more than a little accident to stop Tobli. The wee fellow manages to escape on foot in the direction of South Wharf (Map 12-3). Follow the road until you reach South Wharf (Map 12-4). When you get there, talk to the Hypellos (Fig 4). They will offer you the chance to pursue Tobli across the Moonflow on the back of a Shoopuf.

Upon arriving at North Wharf (Map 12-5), follow the only possible path until you reach the bridge (Fig. 5) at the North Bank (Map 12-7). You will see Tobli running in the direction of North Bank Road (Map 12-8). Follow him. The other pursuers will finally give up after being trampled on by a Shoopuf! Shortly before the gates of Guadosalam, you will finally catch up with the little lad. You have successfully completed your mission and can catch your breath. As a reward you will receive the Black Tabard Garment Grid. You will now return to the Celsius.

CELSIUS

The maps and key to the Celsius can be found on page 55.

REHEARSHAL'S SHTARTING?

Upon returning to the Celsius, head for the Cabin to start rehearsing for your concert performance. You have to press ⊗, ◎, △ and ⊡ in time to the beat of the music to collect "Your Groove" points (Fig. 1). Which item you receive will depend on how many points you score. You only have one attempt, so if you are keen on scoring a particular item, you should save your game before you start so that you can try again if you make a mistake. Here are the possible rewards for getting your groove on:

0-49 points:	Pearl Necklace
50-99 points:	Safety Bit
100-149 points:	Sublimator
150 points and above:	Shmooth Shailing

Return to the Bridge. When you are ready to undertake your next mission, talk to Buddy. Alternatively, you can take time out to complete some of the CommSphere missions outlined in the What's Next? box below

01

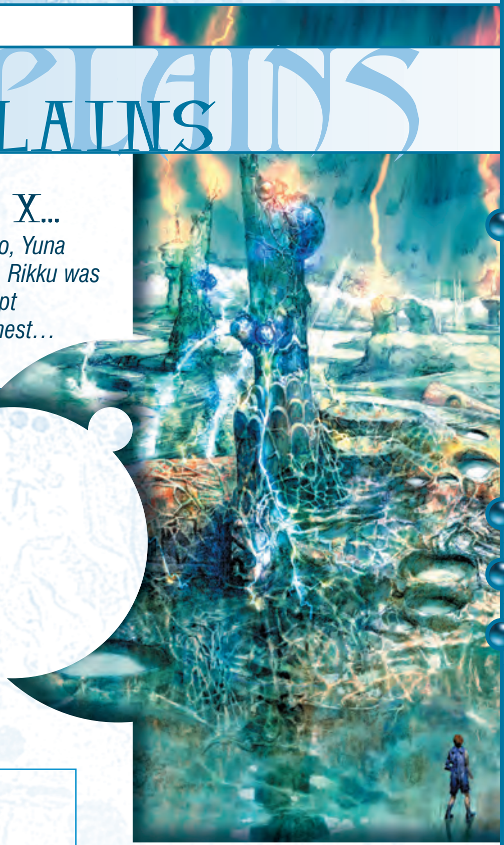
WHAT'S NEXT?

You can't complete any of the usual secondary missions in this chapter but if you talk to Shinra, you can take a virtual trip around all the CommSpheres placed so far. For more information on this, turn to the Secrets chapter on page 184.

THUNDER PLAINS

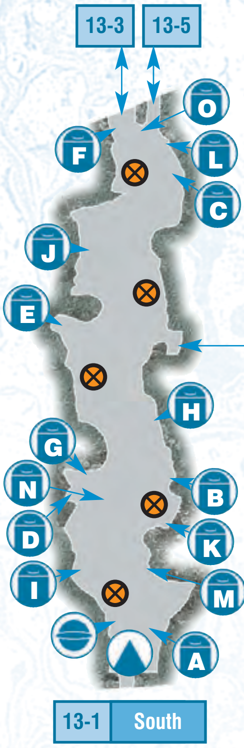
BACK IN THE DAYS OF FINAL FANTASY X...

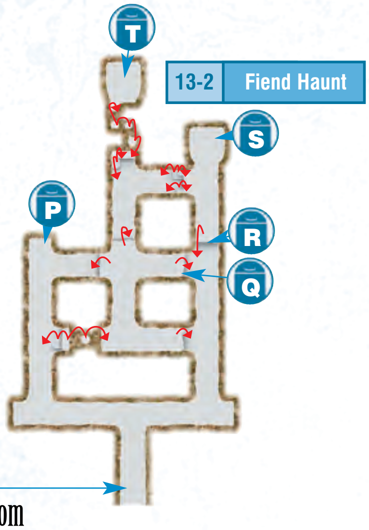
The Thunder Plains connect Guadosalam and Macalania Temple. Two years ago, Yuna travelled along this path with her companions. They took refuge in the Agency. Rikku was terrified of the lightning, and Yuna was busy pondering whether or not to accept Seymour's proposal. But she kept the reasons for her decision close to her chest…

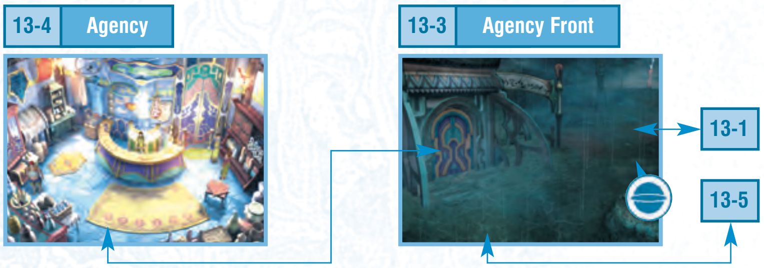


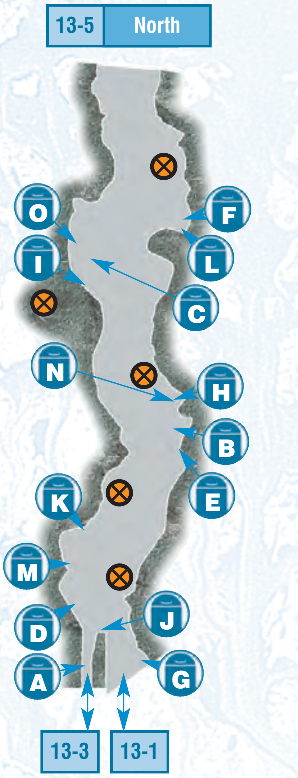
KEY TO SOUTH AND FIEND HAUNT (MAPS 13-1 AND 13-2)

	Chapter	Item	Qty.
A	1	Echo Screen	3
B	1	Potion	2
C	1	Black Choker	1
D	2	Echo Screen	4
E	2	Potion	3
F	2	Pearl Necklace	1
G	3	Echo Screen	5
H	3	Hi-Potion	2
I	4	Echo Screen	6
J	3	Safety Bit	1
J	4	X-Potion	1
K	4	Glass Buckle	1
L	5	Remedy	1
M	5	X-Potion	2
N	5	Ochre Ring	1
O	1-5	Haste Bangle	1
P	1-5	Phoenix Down	2
Q	1-5	X-Potion	1
R	1-5	Elixir	1
S	1-5	Black Ring	1
⊗	1-5	Lightning Rod Tower	-









MONSTERS

Name	HP	EXP	Steal
Aka Manah	6322	1030	Remedy x2 / Candle of Life x2
Anole	734	105	Hi-Potion x1 / Dispel Tonic x1
Archaeothyris	1332	188	Eye Drops x2 / Remedy x1
Armet	788	113	Lunar Curtain x1 / Star Curtain x1
Assassin Bee	233	38	Antidote x1 / Poison Fang x2
Balivarha	3688	460	Hi-Potion x1 / Fire Gem x2
Barbuta	562	42	Lunar Curtain x1 / Star Curtain x2
Blue Elemental	363	342	Dragon Scale x1 / Water Gem x1
Bolt Drake	623	152	Lightning Marble x1 / Yellow Ring x1
Chocobo	3890	-	-
Flan Rojo	1220	320	Bomb Core x1 / Fire Gem x1
Gemini	2044	275	Lunar Curtain x2 / Wall Ring x1
Gigas	2290	884	Hi-Potion x1 / Potpourri x1
Ironside	8432	660	Shadow Gem x2 / x3
Malboro	5877	310	Hi-Potion x1 / x2
Spine Drake	2582	226	Arctic Wind x1 / Ice Gem x1
Taromaiti	1782	650	Antidote x2 / Stamina Spring x1
Varan	1132	410	Dispel Tonic x1 / x2
Watcher-A	620	100	Potion x1 / x2
Watcher-R	620	100	Potion x1 / x2
Watcher-S	620	100	Potion x1 / x2

KEY TO NORTH (MAP 13-5)

	Chapter	Item	Qty.
A	1	Phoenix Down	1
B	1	Grenade	2
C	1	Ether	1
D	2	Silence Grenade	2
E	2	Ether	2
F	2	Phoenix Down	2
G	3	Phoenix Down	3
H	3	Dark Grenade	2
I	3	Ether	3
J	4	Phoenix Down	4
K	4	Petrify Grenade	2
L	4	Turbo Ether	1
M	5	Budget Grenade	2
N	5	Turbo Ether	2
O	5	Sleep Grenade	2
⊗	1-5	Lightning Rod Tower	-

01

THE SHOP IN RIN'S TRAVEL AGENCY (MAP 13-4)

Item	Gil	Description
Potion	50	Restores 200 HP
Hi-Potion	500	Restores 1000 HP
Phoenix Down	100	Revives one character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Itchy, Curse and Pointless
Lightning Gleam	3000	Strength +8, adds Thunder element to attacks and skills
Yellow Ring	3000	Magic +4, Thunder damage halved. User can cast Thunder
NulShock Ring	8000	Magic +6, nullifies Thunder damage. User can cast Thundara

MISSION: CONCERT CLEAN-UP

Your task is easy, your path well defined. Simply follow the red arrow on the map to reach Fiend Haunt (Map 13-2). Before entering Fiend Haunt you may wish to take a detour over to the Agency. This will give you the opportunity to visit the shop and save your game at the Save Sphere. Once inside Fiend Haunt, fight your way through the cave until you face the boss, a dragon-like fiend that sits guard over a Black Ring (at the top of map 13-2 in the centre). On the way there you'll find treasure chests containing useful items (Fig. 1). If you have problems finding your way around Fiend Haunt, consult the maps and see where the paths are marked.

As soon as you have defeated Zalamander, get the Black Ring from the chest and make your escape from Fiend Haunt. The Hypellos will cheer you in front of the cave, and the Celsius will take you back on board.

THE BOSS ZALAMANDER

If you are in possession of accessories or Garment Grids with the Auto-Abilities Fire Ward or Fire Eater, be sure to equip them before battling Zalamander. Have a Songstress use Matador´s Song and Darkness Dance to make it easier to evade Zalamander's physical attacks. Your White Mage should continue to heal and guard the party with Protect and the usual Pray/Cure combination. Keep hitting the fiend with Ice elemental attacks such as Ice Brand. Don't forget about Darkness, which is as effective as ever at finishing off fiends.

ZALAMANDER

Oversoul	✓	Class	Dragon	Chapters	1	2	3	**4**	**5**	Level	41 (49)	HP	12850 (14243)	MP	276 (276)

Strength	123 (134)	Defence	84 (99)	Magic	51 (61)	Magic Def	72 (74)	Fire	-	Lightning	-	Gravity	IMM
Agility	98 (126)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	100% (25%)	Normal	Sublimator x1 (Freezerburn x1)	**Bribe**	Normal	Crimson Ring x2 (Tetra Band x1)
Gil	1300 (2500)	Rare	Sublimator x1 (Freezerburn x1)		Rare	Crimson Ring x3 (Tetra Bracelet x1)

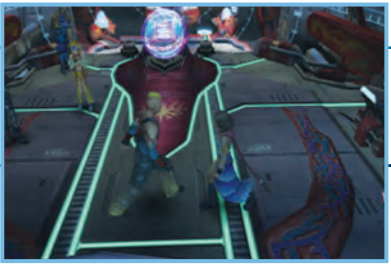
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, (Berserk), Curse, Auto-Life, Haste, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Darkness (20%), Eject (18%), Zantetsu (6%)
	ASE:	Null Magic

Drop	Normal	Crimson Ring x1 (Sublimator x1)	EXP	AP	Gil
100% (100%)	Rare	Crimson Ring x1 (Sublimator x1)	1200 (2100)	1 (2)	930 (1300)

CELSIUS

The maps and key to the Celsius can be found on page 55.

COMMUNICATION IS EVERYTHING



01

Upon your return to the Celsius, you will find that the lighting has changed somewhat. Not to worry! Talk to either Brother (Fig. 1) or Buddy. Finally, talk to Rikku and view the gathering crowds at the concert site via the CommSphere network.

THE LONG-AWAITED APPEARANCE

02

To complete the chapter, talk to Tobli and respond "On with the show" when prompted. Yuna, Rikku and Paine will then make their appearance on the Thunder Plains. Sit back, relax and enjoy the concert (Fig. 2).

Afterwards, you will find yourself back in the Cabin on board the Celsius. Go to the Bridge to gather valuable background information from the ever-talkative Maechen, then go to the Engine Room where Leblanc will be expecting you. Talk to her and she'll give you Crimson Sphere 5. Go back to the Bridge and talk to Shinra. A scene will follow which heralds the end of Chapter 4. You will have an opportunity to save your game before the final chapter begins.

CHAPTER 5

CELSIUS

The maps and key to the Celsius can be found on page 55.

FINAL TRAVEL ARRANGEMENTS

If you wish, relax in the Cabin one more time and pay a visit to the shop. Provided that you took a rest in the Cabin in each previous Chapter, you will be treated to an entertaining bonus scene and your Completed score will be increased. Don't forget to check out the treasure chests in the Engine Room, which have been restocked yet again. When you're ready to continue with the main mission, go to the Bridge.

TO THE FARPLANE

Before continuing with the next mission, you will have the opportunity to view activity across Spira via Shinra's CommSphere network. When you've finished checking out the regions, you can take the time to complete any secondary missions. To proceed on towards the end of the game, talk to Brother (rather than Buddy, your usual navigator) to select the destination from which you wish to travel to the Farplane. The main difference between the various destinations concerns the items you can obtain en route (see table to the right). The next paragraph will tell you how the various routes differ. The least complicated path is the one via Bevelle Underground.

Selection with Brother	Arrival in Farplane Map	Item found there
Besaid Temple	14-1	Mega-Potion x2
Kilika Temple	14-2	Mana Tonic
Djose Temple	14-3	Turbo Ether x3
Bevelle Underground	14-4	Elixir
Calm Lands *	14-5	Shining Gem

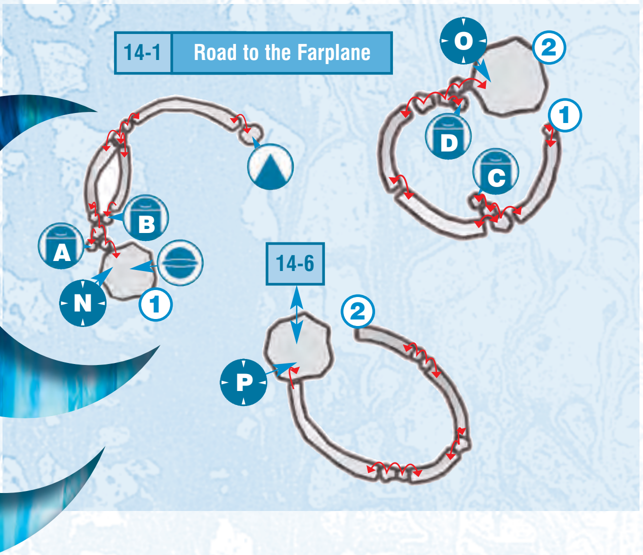
* Calm Lands may only be selected if you completed the secondary mission Tourist Trap in Chapter 3.

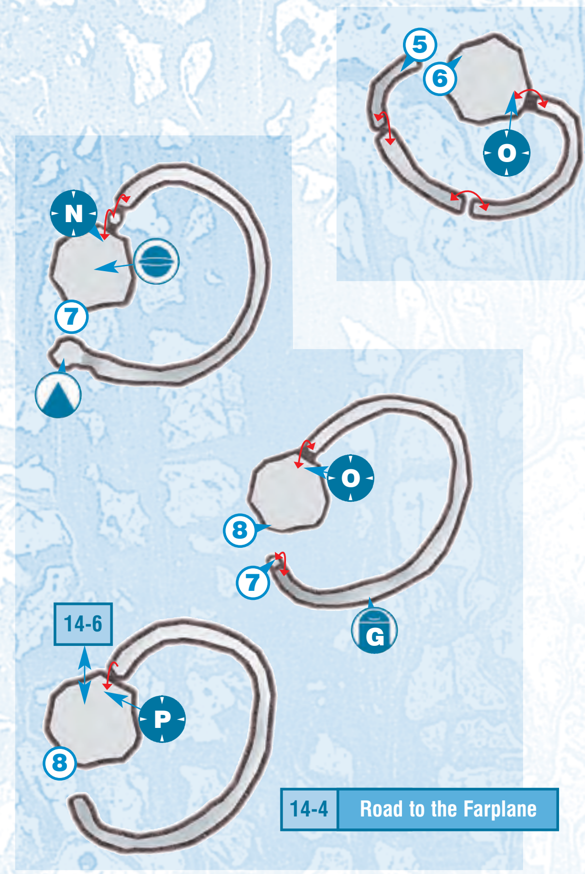
WHAT'S NEXT?

Talk to Buddy to travel to specific destinations and take care of the tasks there. In each one of the destinations (and also on board the Celsius) there are still a few loose ends to attend to that will boost your Completed score. Please refer to the Secrets chapter on page 190 for more detailed information. If you have successfully completed at least one of the tasks in a location, the text "Episode Complete" will appear in the information box.

Local Missions	Page	Local Missions	Page
Celsius	198	Guadosalam	194
Besaid Island	190	Thunder Plains	195
Kilika Island	191	Macalania Woods	195
Luca	191	Bikanel Desert	196
Mi'ihen Highroad	191	Bevelle	196
Mushroom Rock Road	192	Calm Lands	197
Djose Temple	193	Mt. Gagazet	197
Moonflow	194	Zanarkand	198

THE FARPLANE

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14-6
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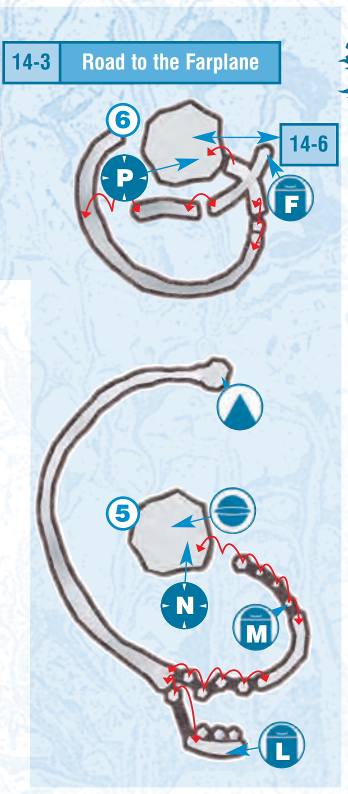
14-4 Road to the Farplane


14-3 Road to the Farplane
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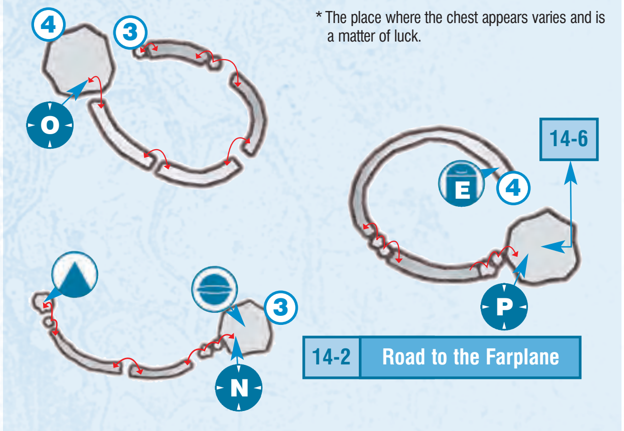
KEY

	Chapter	Item	Qty.
A	5	Mega-Potion *	2
B	5	Mega-Potion *	2
C	5	Mega-Potion *	2
D	5	Mega-Potion *	2
E	5	Mana Tonic	1
F	5	Turbo Ether	2
G	5	Elixir	1
H	5	Shining Gem	2
I	5	Megalixir	1
J	5	Turbo Ether	3
K	5	Mega Phoenix	2
L	5	Rock Mystery	-
M	5	Rock Mystery	-
N	5	Boss Shiva	-
O	5	Bosses Mindy, Sandy and Cindy	-
P	5	Boss Anima	-
Q	5	Keyboard 1	-
R	5	Keyboard 2	-
S	5	Keyboard 3	-
T	5	Boss Vegnagun 1	-
U	5	Boss Vegnagun 2	-
V	5	Boss Vegnagun 3	-

* The place where the chest appears varies and is a matter of luck.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14-6
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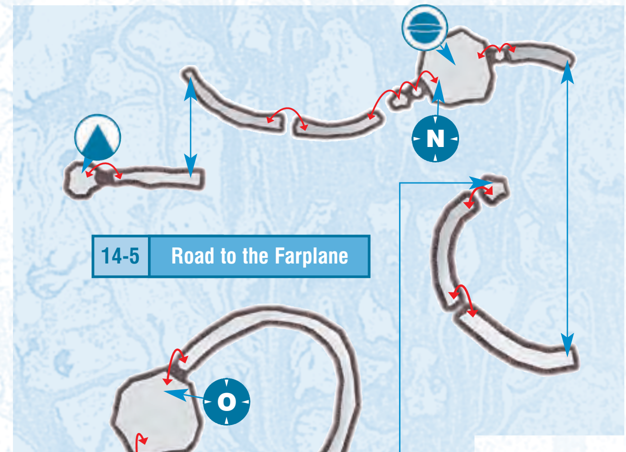
14-2 Road to the Farplane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14-5 Road to the Farplane
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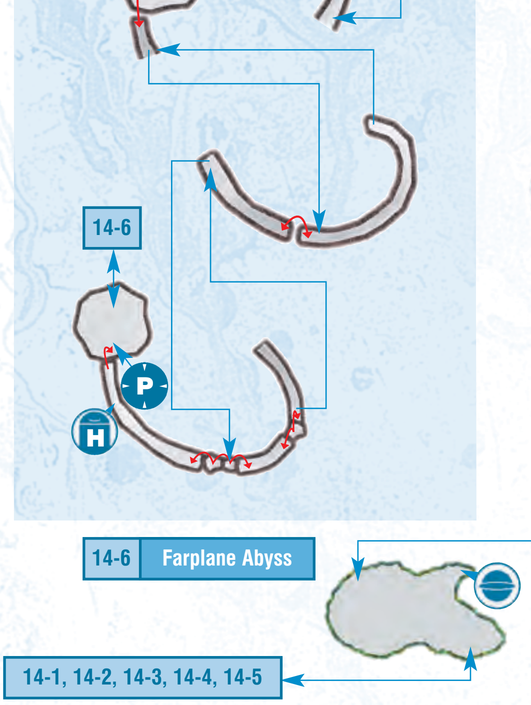
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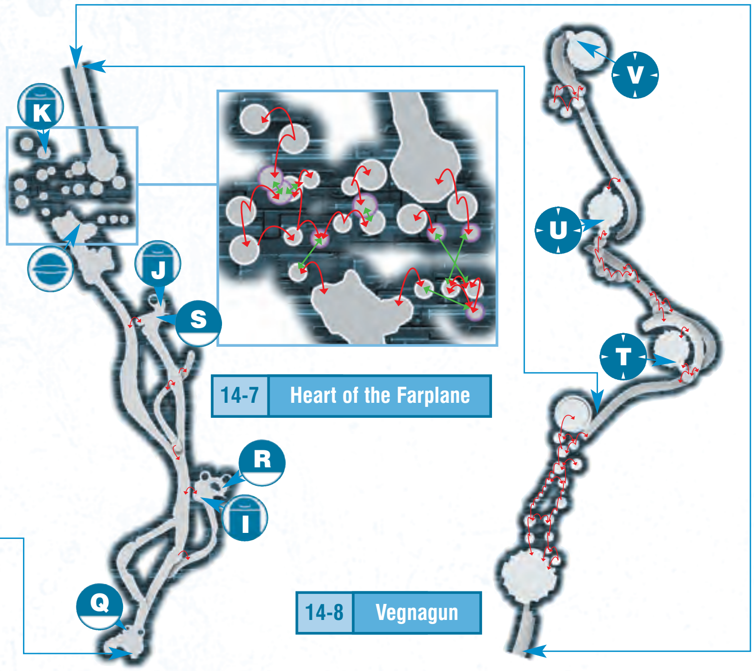
14-6 Farplane Abyss
14-1, 14-2, 14-3, 14-4, 14-5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14-7 Heart of the Farplane
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Q
14-8 Vegnagun
V
U
T

ALL ROADS LEAD TO THE FARPLANE

Arrival via Besaid Temple (Map 14-1)
This is the most direct route. Look for a chest containing two Mega-Potions on the rocks along the path. You must decide whether or not these items are worth the detour.

Arrival via Kilika Temple (Map 14-2)
Fire columns pose an additional obstacle in this section of the map (Fig. 1). Watch the timing of the flames so that you can get past them at the right moment. If you are hit five times, you will be teleported randomly to one of the fire columns that you touched earlier. The chest in this section contains Mana Tonic.

Arrival via Djose Temple (Map 14-3)
First, go to position 2 (Map 14-3) and send the rocks there to position 1. To do this, position yourself in front of the top stone (far right in the guide map), press ⊗ and move the rock to point "1" (Fig. 2). Then move the stone that was previously in the middle to point "2" and the last one to point "3". If you make a mistake, touch the glowing spot on the floor to reset the stones. The chest contains Turbo Ether x2.

Arrival via Bevelle Underground (Map 14-4)
This is the least complicated route to the Farplane Abyss (Map 14-6). No mystery or unnecessary obstacles, merely a chest containing an Elixir.

Arrival via Calm Lands (Map 14-5)
As with the route via Besaid Temple, you will find fire columns here. The difference, however, is that you will be teleported after only three contacts with the columns. In addition, there are several teleport areas instead of fixed connections. Follow the maps to see how to get to the Farplane Abyss (Map 14-6). On your way, you will find a chest containing a Shining Gem.

MONSTERS

Name	HP	EXP	Steal
Adamantortoise	14580	2582	X-Potion x1 / Black Belt x1
Aeshma	8788	1600	Candle of Life x2 / Farplane Shadow x2
Aka Manah	6322	1030	Remedy x2 / Candle of Life x2
Arast	2742	880	Dispel Tonic x2 / x3
Azi Dahaka	146200	4850	X-Potion x1 / x1
Claret Dragon	17320	1280	Hi-Potion x1 / Ether x1
Dark Elemental	433	670	Ice Gem x2 / Lightning Gem x3
Dolmen	5320	1130	Remedy x2 / x3
Earth Worm	36233	2230	Mega-Potion x1 / x1
Great Malboro	12988	2235	Dispel Tonic x1 / x1
Gug	6433	1130	Hi-Potion x2 / x3
Jahi	2033	1200	Remedy x2 / Mana Spring x2
Lich	3444	730	Hi-Potion x1 / Stamina Spring x1
Monolith	7143	1420	Phoenix Down x2 / x3
Omega Weapon	24200	3350	Turbo Ether x1 / x2
Taromaiti	1782	650	Antidote x2 / Stamina Spring x1
Tindalos	3324	900	Hi-Potion x1/ x1
Varan	1132	410	Dispel Tonic x1 / x2
Volcano	6210	880	Hi-Potion x1 / NulBlaze Ring x1
Wight	4278	1130	Stamina Spring x1 / x2

01

02

THE FIRST BOSSES...

03

No matter which route you take, you will always encounter the following bosses before you reach the Farplane Abyss (Map 14-6). It is advisable to save your game after every boss battle, even if it means going back a few steps. If you find the constant random encounters to be heavy going, equip Charm Bangle to stem the tide of fiends. The first boss that you face is the aeon, Shiva followed by the trio Mindy, Sandy and Cindy. Finally you must battle Anima.

You encounter each boss on one of the large central platforms, which are connected by the narrow paths. To get from one platform to the next, simply follow the footpaths, which all lead down (Fig. 3). As soon as you have defeated Anima, you will receive the Immortal Soul Garment Grid. You will also encounter Fayth, who you may remember from Final Fantasy…

Your party members' Experience levels will vary depending on how many battles you have already fought and which secondary missions you have completed. Their levels should ideally be at least somewhere between Lv. 40 and Lv. 45 for you to have any hope of beating the formidable bosses that you will encounter from this point onwards. Although you can use certain accessories to boost HP, it makes more sense to fill the two accessory slots with accessories that guard against specific attacks or harness powers which boss is vulnerable to.

Levelling up your party quickly is easy. Position yourself close to a Save Sphere (Fig. 4) and equip a party member with Lure Bracer in order to increase the number of random fights. Now walk around in the vicinity of the Save Sphere to trigger as many random encounters as you feel are required to build up your party's EXP. Afterwards, use the Save Sphere to restore HP and MP. To be on the safe side, you should save your game after reaching every other level. If you are unsure about which dresspheres to equip, we recommend White Mage, Warrior, Dark Knight or Black Mage. As soon as a party member learns all the abilities for a particular dressphere, equip them with the next most suitable dressphere. By the time your party members reach Lv. 45 they should be ready to face the final battles.

04

THE BOSS SHIVA

Some of Shiva's attacks will inflict Stop. For this reason, you should equip Dragonfly Orb. It is also advisable to increase your Magic Defence as much as possible. Fire is this aeon's weakness, so magical or physical attacks using Fire are highly recommended. Your White Mage should cast Shell and Protect and then heal her comrades using Pray and Cure. The Warrior attack Flametongue is highly effective, as is Darkness. If you find yourself struggling, switch to Yuna's special dressphere and unleash Heat Whirl. Beware of Shiva's troublesome Diamond Dust attack and do not be fooled into equipping items that protect against Ice, as these will not stop this attack.

SHIVA

Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	41	HP	14800	MP	9999
Strength	69	Defence	74	Magic	58	Magic Def	183	Fire	x2	Lightning	-	Gravity	IMM		
Agility	124	Luck	6	Evasion	58	Accuracy	0	Ice	ABS	Water	-	Holy	-		
Steal	50%	Normal	Snow Ring x1	**Bribe**	Normal	-									
Gil	5000	Rare	Snow Ring x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (31%)													
Drop	Normal	Crystal Gloves x1	EXP	AP	Gil										
100%	Rare	Regal Crown x1	8000	15	2000										

THE BOSSES MINDY, SANDY AND CINDY

The triple attack of Mindy, Sandy and Cindy is extremely powerful. Their special Delta Attack will instantly reduce your party's HP to 1. If you don't restore their HP immediately after such an attack, the battle will soon be over. Concentrate on eliminating Mindy (9788 HP), the weakest member of the trio, as soon as possible. After that, take care of Sandy (10330 HP) and then Cindy (12240 HP). Protect your party with the White Mage abilities Protect and Shell, and remove Mindy's protective shield with Dispel. Use Warrior attacks such as Armour Break, to weaken Mindy and have your Dark Knight use Darkness. Even better, use two Dark Knights and have them both cast Darkness to finish the trio off quickly.

MINDY

Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	44	HP	9788	MP	9999
Strength	28	Defence	72	Magic	8	Magic Def	121	Fire	-	Lightning	-	Gravity	IMM		
Agility	89	Luck	4	Evasion	76	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Chaos Shock x1	**Bribe**	Normal	-									
Gil	3000	Rare	Chaos Shock x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (59%)													
Drop	Normal	Faerie Earrings x1	EXP	AP	Gil										
100%	Rare	Faerie Earrings x1	3000	8	1000										

SANDY

Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	45	HP	10330	MP	9999
Strength	40	Defence	83	Magic	17	Magic Def	84	Fire	-	Lightning	-	Gravity	IMM		
Agility	83	Luck	4	Evasion	33	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Potpourri x1	**Bribe**	Normal	-									
Gil	3000	Rare	Potpourri x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (59%)													
Drop	Normal	Pixie Dust x1	EXP	AP	Gil										
100%	Rare	Crystal Gloves x1	3000	8	1000										

CINDY

Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	46	HP	12240	MP	9999
Strength	38	Defence	172	Magic	9	Magic Def	133	Fire	-	Lightning	-	Gravity	IMM		
Agility	72	Luck	4	Evasion	4	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	White Cape x1	**Bribe**	Normal	-									
Gil	3000	Rare	White Cape x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (59%)													
Drop	Normal	Faerie Earrings x1	EXP	AP	Gil										
100%	Rare	Pixie Dust x1	3000	8	1000										

THE BOSS ANIMA

The 36000 HP aeon Anima can unleash a variety of damaging attacks, including the devastating Oblivion. Equip relevant accessories to ensure that your White Mage is protected against Silence and your Warrior and Dark Knight are protected against Darkness, Slow and Petrification.

Your White Mage will frequently need to cast Esuna to dispel the many status ailments inflicted by Anima. The aeon's Achilles' heel is the element Holy. Your Warrior should take advantage of this weakness by unleashing her devastating Excalibur attack, and your Dark Knight should follow up with Darkness.

ANIMA

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	43	HP	36000	MP	9999
Strength	32	Defence	84	Magic	33	Magic Def	42	Fire	x1/2	Lightning	x1/2	Gravity	IMM		
Agility	133	Luck	5	Evasion	0	Accuracy	0	Ice	x1/2	Water	x1/2	Holy	x2		
Steal	50%	Normal	Fury Shock x1	**Bribe**	Normal	-									
Gil	4000	Rare	Fury Shock x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (43%)													
Drop	Normal	Tetra Band x1	EXP	AP	Gil										
100%	Rare	Tetra Band x1	6000	15	2000										

FLOWERS IN THE MIST...

You will now find yourself in Farplane Abyss (Map 14-6) where, after a few steps, you will bump into Leblanc, Ormi and Logos. A Save Sphere can be found at the top right of the screen and there is a mysterious orange mist near a portal in the centre of the flowers (Fig. 5). Save your game before you enter the swirling portal. When the question "Continue onward?" appears, respond "Yes" to reach the Heart of the Farplane (Map 14-7).

05

A SOMEWHAT DIFFERENT MUSIC PUZZLE

When you enter the Heart of the Farplane (Map 14-7), go left and step onto the blue symbol. A melody will play (Fig. 6) but you do not need to memorise the notes as they will be displayed later when required. To the right of the blue symbol you will see a gothic-looking keyboard (Fig. 7). Step in front of it and press ⊗ to enter the three-note melody that you just heard. The tune will be displayed below for your convenience. Provided you don't make any mistakes, the energy barrier to the right will be disabled and you can pass through. If you try to go through a sealed portal, you will have to deal with the ill-tempered fiend Azi Dahaka. Fortunately, you can use "Escape" to flee from any such unwelcome encounters.

In some places, energy barriers will block your way. Wait until they flicker off for a moment before passing through. Accidental contact with the charged barriers will throw you back, but will not otherwise cause any damage.

Now look for the blue symbols containing the next four musical notes, using the map as a guide. If you alert the remote sentries, red laser beams will block your path and you will have to go back to the first keyboard to reset the security system. After hearing all four musical notes, jump over to the keyboard on the right next to the treasure chest (containing a Megalixir) and play the four notes to open the portal.

Search for the next three pads and enter the melody code at the next keyboard. After that, you will encounter Gippal, who hands Paine's Sphere over to you. Leblanc & Co. will come running too…

06

07

SCALING THE HEIGHTS

After the scene, you will be faced with another puzzle in the Heart of the Farplane (upper area of Map 14-7). Your task is to play back a melody consisting of seven notes, which will be generated when you step onto musical pads in the correct order. To reach the musical pads, you must step on a series of floating pedestals that are represented as green squares on the guide map. Provided that you follow the route indicated (Map 14-7), denoting a specific note order, you should not have too many problems.

If you would like to save your game at the Save Sphere before starting the puzzle, press ⊡ to exit. To return to the puzzle, approach the hovering Watcher and press ⊗. Answer "Yes, please" when prompted. Should you make a mistake when stepping on the pedestals, talk to the Watcher and select the option "Reset the melody".

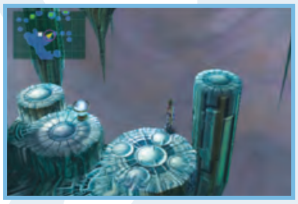
This is how the puzzle works: you activate the floating pedestals by stepping onto their centre. If you make a mistake, the portal will remain sealed and the Azi Dahaka will greet you with a friendly roar…

08

- From the left edge of the central platform (Fig. 8), jump onto the first pedestal. It will move and take you close to musical pad No. 1.
- Hop across diagonally to the right onto musical pad No. 1 and from there diagonally to the right again and onto a pedestal. >>

>>

- Go to the centre of the pedestal to float towards musical pad No. 2.
- Jump diagonally to the left onto the pedestal and then diagonally to the right onto musical pad No. 2.
- Now you have to go back the way you came until you are back on the central platform.
- Then jump, via the floating pedestal, from the right edge of the central platform (Fig. 9) to the three small pedestals (Fig. 10) which are clearly visible on the map. Jump to the far right one and float in the direction of musical pad No. 3. Jump onto it when you are close enough. Afterwards, carefully go back to the central platform.



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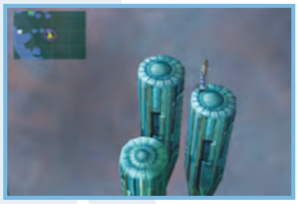

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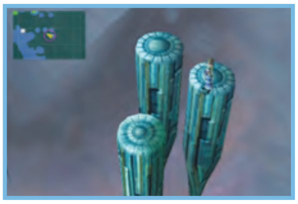
- Jump back in the direction of musical pad No. 1, but this time jump diagonally to the left rather than diagonally to the right. Then head straight towards the top so that you float part of the way before reaching musical pad No. 4.
- Jump onto the floating pedestal again and jump in the direction of the treasure chest (containing Mega Phoenix x2), before stepping onto musical pad No. 5 on the adjacent pedestal.
- Now return to the floating pedestal. It will stop in the middle after you have activated it twice. Leave the platform briefly to start it moving again by stepping on the centre a second time. Hop diagonally to the left and subsequently straight down and you will have reached musical pad No. 6.
- Thanks to the floating pedestal, which has now been displaced, you can jump down and return to the central platform.
- Now jump from the right edge of the central platform in the direction of musical pad No. 3 but this time jump onto the middle one of the three small pedestals (Fig. 11). You will float directly to musical pad No. 7.
- Jump onto the large platform. Provided that you have done everything correctly, the melody will play and the entrance to Vegnagun (Map 14-8) will open. Before you enter, however, you should go back and save your game!

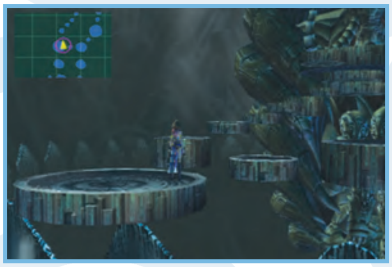


11

THE END IS NIGH

Having arrived at Vegnagun (Map 14-8), you must cross numerous platforms (Fig. 12). It is best for you to keep to the left. After a few jumps, you will reach a larger platform where Nooj will be expecting you. Revealing the details of this encounter would spoil the surprise, so our lips remain firmly sealed...

Afterwards, you will have the opportunity to get ready for your first battle with Vegnagun and to return, if necessary, to the Save Sphere in the Heart of the Farplane (Map 14-7) or even to the Celsius. When you are ready, cross the platform (Map 14-8) and run along the only possible path until you reach Vegnagun's tail.



12

After the fight, all HP and MP will be replenished, but to be on the safe side, return to the Save Sphere in the Heart of the Farplane (Map 14-7). The way back is now shorter. When you are ready for the next boss battle, continue along the path and climb up until you reach Vegnagun's claw. After this victory too, all your party members will be fully healed.

You can now save your game for the very last time (!) in the Heart of the Farplane (Map 14-7), before you prepare to face the third and final boss battle. You can still return to the Celsius and attend to the secondary missions (see the What's Next? box on page 98) if you want, but if you proceed, there's no turning back. Your party members will be completely healed between battles but unfortunately, you won't be able to save your game at these times.

THE BOSS VEGNAGUN - FIGHT 1

The first battle is a warm-up exercise for the titanic struggle that lies ahead. The 34200 HP tail occasionally unleashes an attack that wipes out 1000 HP with one blow. This damage can be reduced with the White Mage magic Protect. You will need a White Mage who has learned Cure/Cura/Curaga and she should concentrate on healing the party as quickly as possible. For the other two party members, use Excalibur (Warrior) and Darkness (Dark Knight). If one of your party members uses up all their MP, replenish it with the item Ether.

VEGNAGUN

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	41	HP	34200	MP	9999

Strength	77	Defence	82	Magic	72	Magic Def	76	Fire	-	Lightning	-	Gravity	IMM
Agility	115	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	50%	Normal	X-Potion x4	**Bribe**	Normal	-
Gil	3000	Rare	X-Potion x6		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Haste, Slow, Stop, Strength +/-, Magic +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	Megalixir x1	EXP	AP	Gil
100%	Rare	Megalixir x1	5000	5	3000

The Boss Vegnagun - Fight 2

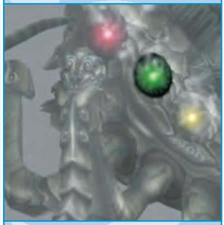
Protect your White Mage using Protect and Reflect. Later on, only use the command Pray instead of Cure magic (as this will be reflected back on your opponent). Don't bother attacking the three Nodes. Instead, focus all your attacks on the 18220 HP Vegnagun and make use of the strongest attacks of the other party members, such as Excalibur (Warrior) and Darkness (Dark Knight). As Vegnagun begins to weaken, it will use an attack that deals huge amounts of damage to the whole party and inflicts Delay. Counteract it with Hi-Potion and Remedy.

VEGNAGUN 2

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	38	HP	18220	MP	9999
Strength	13	Defence	13	Magic	18	Magic Def	17	Fire	-	Lightning	-	Gravity	IMM		
Agility	34	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Elixir x1	**Bribe**	Normal	-									
Gil	3000	Rare	Elixir x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Strength +/-, Magic +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage													
	Resistance:	-													
Drop	Normal	Mythril Bangle x1	EXP	AP	Gil										
100%	Rare	Mythril Bangle x1	6000	5	3000										

NODE A

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	52	HP	30000	MP	9999
Strength	48	Defence	244	Magic	16	Magic Def	244	Fire	-	Lightning	-	Gravity	IMM		
Agility	41	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	-	Normal	-	**Bribe**	Normal	-									
Gil	10000	Rare	-		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage													
	Resistance:	-													
Drop	Normal	Megalixir x1	EXP	AP	Gil										
100%	Rare	Hero Drink x1	8000	10	3000										



NODE B

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	52	HP	30000	MP	9999
Strength	48	Defence	244	Magic	16	Magic Def	244	Fire	-	Lightning	-	Gravity	IMM		
Agility	41	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	-	Normal	-	**Bribe**	Normal	-									
Gil	10000	Rare	-		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage													
	Resistance:	-													
Drop	Normal	Megalixir x1	EXP	AP	Gil										
100%	Rare	Hero Drink x1	8000	10	3000										

NODE C

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	52	HP	30000	MP	9999
Strength	48	Defence	244	Magic	16	Magic Def	244	Fire	-	Lightning	-	Gravity	IMM		
Agility	41	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	-	Normal	-	**Bribe**	Normal	-									
Gil	10000	Rare	-		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage													
	Resistance:	-													
Drop	Normal	Megalixir x1	EXP	AP	Gil										
100%	Rare	Hero Drink x1	8000	10	3000										

The Boss Vegnagun - Triple Fight 3

Battle No. 1

For the final battle against the 33040 HP Vegnagun and the two Bulwarks, you should increase the Magic Defence and Strength of your party to the highest possible level. Moreover, protect your party from Darkness and Poison and have your White Mage cast Protect and Shell in addition to using Pray and Cure. The rest of your party should use attacks which hit multiple targets at once such as Darkness (Dark Knight), Fireworks (Samurai) or Ultima (using the Garment Grid Megiddo). When the 3000 HP Bulwarks are wiped out, Vegnagun will heal them with Full-Life and will be momentarily distracted from attacking your party.

VEGNAGUN 3

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	43	HP	33040	MP	9999
Strength	54	Defence	98	Magic	42	Magic Def	108	Fire	-	Lightning	-	Gravity	IMM		
Agility	35	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	50%	Normal	Turbo Ether x1	**Bribe**	Normal	-
Gil	4000	Rare	Turbo Ether x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Strength +/-, Magic +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	Megalixir x1	EXP	AP	Gil
100%	Rare	Megalixir x1	7000	10	3000

RIGHT BULWARK

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	39	HP	3000	MP	9999
Strength	72	Defence	58	Magic	48	Magic Def	58	Fire	-	Lightning	-	Gravity	IMM		
Agility	46	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	50%	Normal	Phoenix Down x1	**Bribe**	Normal	-
Gil	300	Rare	L-Bomb x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	Mega-Potion x1	EXP	AP	Gil
50%	Rare	X-Potion x1	200	10	150

LEFT BULWARK

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	39	HP	3000	MP	9999
Strength	72	Defence	58	Magic	48	Magic Def	58	Fire	-	Lightning	-	Gravity	IMM		
Agility	46	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	50%	Normal	Phoenix Down x1	**Bribe**	Normal	-
Gil	300	Rare	L-Bomb x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	Mega-Potion x1	EXP	AP	Gil
50%	Rare	X-Potion x1	200	10	150

Battle No. 2

On to the next battle, with Vegnagun and two 2500 HP Redoubts. Vegnagun can only be attacked after both Redoubts have been disabled. Once you've managed that, an invisible countdown will start: the "helmsman" of Vegnagun will say something from time to time. If this happens seven times, it's Game Over. Therefore, waste no time in attacking Vegnagun with your party's strongest attacks, namely Excalibur (Warrior) and Darkness (Dark Knight). Your White Mage should continue to perform healing and cast Protect and Shell.

VEGNAGUN 4

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	57	HP	38420	MP	99999
Strength	56	Defence	71	Magic	52	Magic Def	59	Fire	-	Lightning	-	Gravity	IMM		
Agility	36	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	50%	Normal	Megalixir x1	**Bribe**	Normal	-
Gil	8000	Rare	Megalixir x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Strength +/-, Magic +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	-	EXP	AP	Gil
0%	Rare	-	-	10	-

RIGHT REDOUBT

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	40	HP	2500	MP	99999
Strength	65	Defence	133	Magic	41	Magic Def	0	Fire	-	Lightning	-	Gravity	IMM		
Agility	47	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	50%	Normal	Phoenix Down x1	**Bribe**	Normal	-
Gil	350	Rare	Mega Phoenix x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Strength +/-, Magic +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	-	EXP	AP	Gil
0%	Rare	-	-	10	-

LEFT REDOUBT

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	40	HP	2500	MP	99999

Strength	65	Defence	0	Magic	41	Magic Def	133	Fire	-	Lightning	-	Gravity	IMM
Agility	47	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	50%	Normal	Phoenix Down x1	**Bribe**	Normal	-
Gil	350	Rare	Mega Phoenix x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Haste, Slow, Stop, Strength +/-, Magic +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	-	EXP	AP	Gil
0%	Rare	-	-	10	-

Battle No. 3

Your party will be completely healed before the final battle so that they can hold out against… well, let's call him Mr. Unknown to maintain the suspense. Deploy one of your party as a White Mage and ensure protection with Protect. Use Cure magic to constantly replenish your party's HP. Your (23850 HP) opponent's main weakness is his predictability – after every eight attacks, the following attack pattern will be repeated:

1st assault:	Normal attack.
2nd assault:	Terror of Zanarkand; deals damage x8, with about 250 damage points per hit.
3rd assault:	Normal attack.
4th assault:	Hit & Run; deals damage to six randomly selected targets, with about 100-150 damage points in each.
5th assault:	Normal attack.
6th assault:	Spin Cut; deals about 150 damage points.
7th assault:	Normal attack.
8th assault:	Force Rain; deals damage to all characters, with about 400 – 800 damage points per hit.

It is easy to see that assault No. 2 is the deadliest attack. Wait until after the first attack to find out which party member will be attacked. One of the other party members (preferably the White Mage) should be ready to revive them with Phoenix Down, the White Mage ability Life or even Full-Life. Beyond that, the strategy from previous battles will apply: use your party members' strongest attacks, e.g. Excalibur (Warrior) and Darkness (Dark Knight). If one of your party runs out of MP, replenish it with either Ether or Turbo Ether.

???

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	58	HP	23850	MP	210

Strength	47	Defence	132	Magic	42	Magic Def	92	Fire	-	Lightning	-	Gravity	IMM
Agility	133	Luck	14	Evasion	22	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	13%	Normal	Hero Drink x1	**Bribe**	Normal	-
Gil	10000	Rare	Hero Drink x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	-	EXP	AP	Gil
0%	Rare	-	-	20	-

THE END AND A NEW BEGINNING

Congratulations! You have just defeated the last boss of Final Fantasy X-2. You can now sit back, relax and enjoy the closing scene. You should, however, keep your finger close to the ⊗ button of your controller. As soon as Yuna & Co. are back in the flower meadow in Farplane Abyss (Map 14-6), press ⊗ to whistle. Depending on the tasks completed in the game, you may then be given a choice. Select the top option.

Your Completed score will now be displayed on the screen. If you followed our walkthrough and didn't attempt any secondary missions, you will have only have solved about 45% of the game. The new game mode "New Game Plus" will, nevertheless, be activated so that you can start Final Fantasy X-2 all over again. This time, your party will have all the dresspheres, accessories, Garment Grids and items that you found first time around as well as all learned abilities. Save your game to avoid loosing this new game mode.

ITEMS

ITEMS

If you find yourself frequently losing battles during a particular mission, or are having trouble defeating a formidable boss, your predicament may be easier to solve than you think. It could be that your party simply needs some new equipment, or to use their current equipment more effectively. This chapter will tell you which items are available, where they can be found, and how you can use them to help make the lives of Yuna and her fellow Gullwings much easier.

You can read more about how to equip and use items in the How to Play chapter on page 14. If you're looking for a comprehensive inventory of all available items, as well as details about exactly what they are used for, then the following pages will certainly help you. The items in the tables are sorted in the same order as they are in the game menu when automatic Sort function is activated. This will enable you to see immediately which items you have and which you still require.

ACCESSORIES

Accessories can be viewed via the accessories menu. They are used to boost your party members' abilities. Each character can have up to two accessories equipped at any one time. Use the Equip menu for this purpose.

Changing a dressphere can have a dramatic impact on a character's attributes, both positive and negative. With this in mind, it is extremely important to offset any weaknesses or optimise any enhancements by equipping suitable accessories.

Accessory locations are listed in the Typical Whereabouts column. Here you will find information on how to track down even the most elusive accessories, as well as details about which of them are dropped by fiends after a battle, and which can be snatched using the Steal Command.

	Name	Purchase Price	Selling Price	Auto-Ability	Command Ability	Effect (Status)	Typical Whereabouts
Type: Attribute	Iron Bangle	500	125	-	-	Max HP +20%	Mi'ihen Highroad Chapter 1, Shop in Zanarkand Chapters 1, 2
	Titanium Bangle	3000	750	-	-	Max HP +40%	Shop in Calm Lands Chapters 3, 5, Gunner's Gauntlet prize, Shop in Mi'ihen Highroad Chapters 3, 5
	Mythril Bangle	-	1500	-	-	Max HP +60%	Youth League HQ Chapter 2, Blitzball, Sand Worm
	Crystal Bangle	-	2000	-	-	Max HP +100%	Youth League HQ Chapter 5, Blitzball
	Silver Bracer	500	125	-	-	Max MP +40%	Mi'ihen Highroad Chapter 2, Macalania Woods Chapter 2, Shop in Calm Lands Chapters 1, 2
	Gold Bracer	4000	1000	-	-	Max MP +60%	Macalania Woods Chapter 3, Blitzball, Shop in Mi'ihen Highroad Chapter 3, 5
	Rune Bracer	-	1500	-	-	Max MP +100%	Macalania Woods Chapter 5, Blitzball, Ultima Weapon
	Wristband	1000	250	-	-	Strength +10	Djose Temple Chapter 3, Shop in Calm Lands Chapters 1, 2, YSLS-Zero
	Power Wrist	6000	1500	-	-	Strength +20	Djose Temple Chapter 5, Thunder Plains Chapter 5, Shop in Calm Lands Chapters 3, 5
	Hyper Wrist	-	2000	-	-	Strength +30	Djose Temple Chapter 5, Thunder Plains Chapter 5, YSLS-Zero (Oversoul)
	Power Gloves	-	2500	-	-	Strength +40	Thunder Plains Chapter 5, Blitzball, King VERMIN!
	Kaiser Knuckles	-	3000	-	-	Strength +50	Guadosalam Chapter 5, Gippal
	Mythril Gloves	1000	250	-	-	Defence +20	Shop in Dome Chapter 1, Sand Worm, Steal: YSLS-99
	Diamond Gloves	6000	1500	-	-	Defence +40	Blitzball, Shop in Dome Chapter 3, Steal: YSLS-Zero (Oversoul)
	Crystal Gloves	-	2000	-	-	Defence +60	Bevelle Temple Chapter 5, Shiva, Concherer
	Amulet	1000	250	-	-	Magic +10	Shop in Calm Lands Chapters 1, 2, Guardian Beast, Steal: League Mage
	Tarot Card	6000	1500	-	-	Magic +20	Thunder Plains Chapter 5, Shop in Calm Lands Chapters 3, 5, Steal: Vertigo (Oversoul)
	Talisman	-	2000	-	-	Magic +30	Thunder Plains Chapter 5, Blitzball, Azi Dahaka
	Pixie Dust	-	2500	-	-	Magic +40	Thunder Plains Chapter 5, Blitzball, Guardian Beast (Oversoul)
	Crystal Ball	-	3000	-	-	Magic +50	Guadosalam Chapter 5, Chac, Baralai Chapter 5
	Defence Veil	1000	250	-	-	Magic Def +20	Shop in Dome Chapters 1, 2, Ormi (in his room)
	Mystery Veil	6000	1500	-	-	Magic Def +40	Blitzball, Shop in Dome Chapter 3, Dark Elemental (Oversoul)
	Oath Veil	-	2000	-	-	Magic Def +60	Bevelle Temple Chapter 3, Under Bevelle Chapter 5, Steal: Machina Panzer
	Gauntlets	2500	625	-	-	Strength/Defence +5	Shop in Mi'ihen Highroad Chapters 1,2, Steal: Stalwart
	Muscle Belt	4000	1000	-	-	Strength/Defence +10	Mi'ihen Highroad Chapter 2, Shop in Mi'ihen Highroad Chapters 3, 5, Yaibal
	Black Belt	-	2000	-	-	Strength/Defence +20	Mi'ihen Highroad Chapter 5, Thunder Plains Chapter 5, Adamantoise (Oversoul)
	Champion Belt	-	2500	-	-	Strength/Defence +40	Thunder Plains Chapter 5, King VERMIN!, Paine
	Tiara	2500	625	-	-	Magic/Magic Def +5	Shop in Mi'ihen Highroad Chapters 1, 2, Steal: Leblanc (Gagazet)
	Circlet	4000	1000	-	-	Magic/Magic Def +10	Mi'ihen Highroad Chapter 1, Shop in Mi'ihen Highroad Chapters 3, 5, Behemoth
	Hypno Crown	-	2000	-	-	Magic/Magic Def +20	Mi'ihen Highroad Chapter 3, Thunder Plains Chapter 5, Bribe: Flan Blanco
	Regal Crown	-	2500	-	-	Magic/Magic Def +40	Thunder Plains Chapter 5, Chocobo Ranch, Shiva
	Rabite's Foot	-	10	-	-	Luck +100	Jumbo Cactaur

	Name	Purchase Price	Selling Price	Auto-Ability	Command Ability	Effect (Status)	Typical Whereabouts
Type: Element	Fiery Gleam	3000	750	Firestrike	-	Strength +8	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Bikanel Desert Chapters 1, 2, 3, 5
	Red Ring	3000	750	Fire Ward	Fire	Magic +4	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Bikanel Desert Chapters 1, 2, 3, 5
	NulBlaze Ring	8000	2000	Fireproof	Fira	Magic +6	Thunder Plains Chapter 5, Chocobo Ranch
	Crimson Ring	10000	2500	Fire Eater	Firaga	Magic +10	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Lake Macalania Chapter 5, Blitzball
	Icy Gleam	3000	750	Icestrike	-	Strength +8	Thunder Plains Chapter 5, Macalania Woods Chapter 2, Shop in Lake Macalania Chapters 2, 5
	White Ring	3000	750	Ice Ward	Blizzard	Magic +4	Thunder Plains Chapter 5, Macalania Woods Chapter 1, Calm Lands Chapter 3
	NulFrost Ring	8000	2000	Iceproof	Blizzara	Magic +6	Besaid Temple Chapter 3, Thunder Plains Chapter 5, Calm Lands Chapter 5
	Snow Ring	10000	2500	Ice Eater	Blizzaga	Magic +10	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Lake Macalania Chapter 5
	Lightning Gleam	3000	750	Lightningstrike	-	Strength +8	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Thunder Plains Chapters 1, 2, 3, 5
	Yellow Ring	3000	750	Lightning Ward	Thunder	Magic +4	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Thunder Plains Chapters 1, 2, 3, 5
	NulShock Ring	8000	2000	Lightningproof	Thundara	Magic +6	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Thunder Plains Chapters 3, 5
	Ochre Ring	10000	2500	Lightning Eater	Thundaga	Magic +10	Thunder Plains Chapter 5, Chocobo Ranch, Blitzball
	Watery Gleam	3000	750	Waterstrike	-	Strength +8	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Besaid Village Chapters 1, 2, 3, 5
	Blue Ring	3000	750	Water Ward	Water	Magic +4	Thunder Plains Chapter 5, Chocobo Ranch, Shop in Besaid Village Chapters 1, 2, 3, 5
	NulTide Ring	8000	2000	Waterproof	Watera	Magic +6	Thunder Plains Chapter 5, Calm Lands Chapter 5, Chocobo Ranch
	Cerulean Ring	10000	2500	Water Eater	Waterga	Magic +10	Thunder Plains Chapter 5, Calm Lands Chapter 5, Blitzball
	Black Ring	-	2500	Gravityproof	Demi	HP/MP +10%	Thunder Plains Chapters 4, 5, Shell Shocker, Lich
	Freezerburn	-	10	Fire Strike / Ice Strike	-	Strength +10	Thunder Plains Chapter 5, Chocobo Ranch, Insect Matriarch (Oversoul)
	Sublimator	-	10	Fire Eater / Ice Eater	-	Magic/Magic Def +10	Thunder Plains Chapter 5, Chocobo Ranch, Insect Matriarch (Oversoul)
	Electrocutioner	-	10	Lightning Strike/ Water Strike	-	Strength +10	Thunder Plains Chapter 5, Calm Lands Chapter 5, Chocobo Ranch
	Short Circuit	-	10	Lightning Eater/ Water Eater	-	Magic/Magic Def +10	Thunder Plains Chapter 5, Chocobo Ranch, Protean Gel (Oversoul)
	Tetra Gloves	-	10	Tetrastrike	-	Strength/Magic +12	Thunder Plains Chapter 5, Black Elemental, Bribe: Rhyos
	Tetra Band	-	10	Tetra Ward	-	Defence/Magic Def +10	Thunder Plains Chapter 5, Anima, Bribe: Protochimera
	Tetra Guard	-	10	Tetraproof	-	Defence/Magic Def +15	Thunder Plains Chapter 5, Black Elemental (Oversoul), Steal: Humbaba (Oversoul)
	Tetra Bracelet	-	10	Tetra Eater	-	Defence/Magic Def +20	Guadosalam Chapter 5, Thunder Plains Chapter 5, Bribe: Critical Bug
Type: Status Effect	Mortal Shock	-	10	Deathtouch	Death	Strength -6/Magic +5	Chocobo Ranch, Steal: Barong (Oversoul), Steal: Queen Coeurl (Oversoul)
	Stone Shock	-	10	Stonetouch	Break	Strength -5/Magic +4	Chocobo Ranch, Bribe: Kukulcan, Bribe: Gucumatz
	Dream Shock	15000	3750	Sleeptouch	Sleep	Strength -5/Magic +3	Chocobo Ranch, Shop in Guadosalam Chapters 3, 5, Aeshma
	Mute Shock	15000	3750	Silencetouch	Silence	Strength -5/Magic +3	Bikanel Desert Chapter 5, Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, 5
	Blind Shock	15000	3750	Darktouch	Blind	Strength -5/Magic +3	Chocobo Ranch, Shop in Guadosalam Chapter 5, Aka Manah
	Venom Shock	15000	3750	Poisontouch	Bio	Strength -5/Magic +3	Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, 3, 5, Taromaiti
	Chaos Shock	15000	3750	Confusetouch	Confuse	Strength -5/Magic +5	Chocobo Ranch, Shop in Lake Macalania Chapter 5, Shop in Bikanel Desert Chapters 3, 5
	Fury Shock	15000	3750	Berserktouch	Berserk	Strength -5/Magic +5	Chocobo Ranch, Shop in Lake Macalania Chapter 5, Shop in Bikanel Desert Chapters 3, 5
	Lag Shock	15000	3750	Slowtouch	-	Strength -5	Chocobo Ranch, Shop in Lake Macalania Chapter 5, Shop in Bikanel Desert Chapters 3, 5
	System Shock	15000	3750	Stoptouch	-	Strength -10	Chocobo Ranch, Shop in Lake Macalania Chapter 5, Shop in Bikanel Desert Chapters 3, 5
	Angel Earrings	5000	1250	Deathproof	-	Defence/Magic Def +5	Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, 5, Ifrit
	Gold Anklet	5000	1250	Stoneproof	-	Defence/Magic Def +4	Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, 5, Gucumatz
	Twist Headband	3000	750	Sleepproof	-	Defence/Magic Def +4	Bikanel Desert Chapter 5, Chocobo Ranch, Shop in Celsius Chapters 1-5
	White Cape	3000	750	Silenceproof	-	Defence/Magic Def +4	Mt. Gagazet Chapters 2, 3, 5, Chocobo Ranch, Shop in the Celsius Chapters 1-5
	Silver Glasses	3000	750	Darkproof	-	Defence/Magic Def +4	Chocobo Ranch, Shop in the Celsius Chapters 1-5, Steal: Logos (Luca)
	Star Pendant	4000	1000	Poisonproof	-	Defence/Magic Def +4	Chocobo Ranch, Shop in the Celsius Chapters 1-5, Shop in Kilika Chapters 1, 2, 3, 5
	Black Choker	4000	1000	Confuseproof	-	Defence/Magic Def +4	Thunder Plains Chapter 1, Chocobo Ranch, Shop in Bikanel Desert Chapters 3, 5
	Potpourri	4000	1000	Berserkproof	-	Defence/Magic Def +4	Chocobo Ranch, Shop in Bikanel Desert Chapters 3, 5, Steal: Gigas
	Gris-Gris Bag	4000	1000	Curseproof	-	Defence/Magic Def +4	Shop in Guadosalam Chapter 3, Shop in Bikanel Desert Chapters 3, 5, Bahamut
	Favourite Outfit	4000	1000	Itchproof	-	Evasion/Luck +10	Besaid Temple Chapter 3, Mushroom Rock Road Chapter 1, Shop in Guadosalam Chapters 3, 5

	Name	Purchase Price	Selling Price	Auto-Ability	Command Ability	Effect (Status)	Typical Whereabouts
Type: Status Effect	Pearl Necklace	4000	1000	Pointlessproof	-	Defence/Magic Def +4	Thunder Plains Chapter 2, Under Bevelle Chapter 2, Shop in Guadosalam Chapters 1, 2, 5
	Pretty Orb	4000	1000	Slowproof	-	Defence/Magic Def +4	Chocobo Ranch, Shop in Bikanel Desert Chapters 3, 5, Aka Manah
	Dragonfly Orb	4000	1000	Stopproof	-	Defence/Magic Def +4	Chocobo Ranch, Shop in Bikanel Desert Chapters 3, 5, Aeshma
	Beaded Brooch	10000	2500	Sense Preserver	-	Defence/Magic Def +8	Bikanel Desert Chapter 5, Shop in Kilika Chapters 3, 5, Shop in Lake Macalania Chapter 5
	Glass Buckle	10000	2500	Health Preserver	-	Defence/Magic Def +8	Thunder Plains Chapter 4, Shop in Kilika Chapters 3, 5, Steal: King Takouba
	Faerie Earrings	10000	2500	Sanity Preserver	-	Defence/Magic Def +8	Bikanel Desert Chapter 5, Gunner's Gauntlet, Shop in Lake Macalania Chapter 5
	Kinesis Badge	10000	2500	Time Preserver	-	Defence/Magic Def +8	Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, Shop in Lake Macalania Chapter 5
	Safety Bit	10000	2500	Life Preserver	-	Defence/Magic Def +12	Thunder Plains Chapter 3, Shop in Lake Macalania Chapter 5, Ultima Weapon
	Wall Ring	10000	2500	SOS Wall	-	-	Besaid Island Chapter 2, Kilika Temple Chapter 5, Calm Lands Chapter 3
	Regen Bangle	3000	750	SOS Regen	-	-	Kilika Temple Chapter 5, Chocobo Ranch, Shop in Guadosalam Chapter 3
	Haste Bangle	-	750	SOS Haste	-	-	Thunder Plains Chapters 4, 5, Bribe: Canis Major (Oversoul), Archaeothyris (Oversoul)
	Moon Bracer	-	10	Auto-Shell	-	-	Besaid Island Chapter 3, Blitzball, Valefor
	Shining Bracer	-	10	Auto-Protect	-	-	Mushroom Rock Road Chapter 2, Blitzball, Garik Ronso
	Star Bracer	-	10	Auto-Reflect	-	-	Calm Lands Chapter 3, Blitzball, Bribe: Barbuta (Oversoul)
	Defence Bracer	-	10	Auto-Wall	-	-	Calm Lands Chapter 5, Bribe: Adamantoise (Oversoul), Bribe: Ultima Weapon
	Recovery Bracer	-	10	Auto-Regen	-	-	Chocobo Ranch, Blitzball, Yojimbo
	Speed Bracer	-	10	Auto-Haste	Hastega	-	There Goes The Bride mission: Calm Lands Chapters 1-5, Via Infinito (Bevelle), Lacerta
Type: Ability	Sword Lore	50000	12500	-	-	Strength +12	Shop in Lake Macalania Chapter 5, Steal: Paine, Bribe: Tonberry (Oversoul)
	Bushido Lore	50000	12500	-	-	Strength +12	Kilika Port Chapter 3, Shop in Lake Macalania Chapter 5, Steal: Rikku
	Nature's Lore	50000	12500	-	-	Strength +12	New Cave in Thunder Plains, Shop in Lake Macalania Chapter 5, Steal: Baralai (Chapter 5)
	Arcane Lore	50000	12500	-	-	Magic +12	Kilika Port Chapter 5, Shop in Lake Macalania Chapter 5, Steal: Nooj
	Black Lore	50000	12500	-	-	Magic +12	Under Bevelle Chapter 5, Shop in Lake Macalania Chapter 5, Steal: Gippal
	White Lore	50000	12500	-	-	Magic +12	Besaid Village Chapter 5, Shop in Lake Macalania Chapter 5, Rikku
	Sword Tome	-	10	Turbo Swordplay	-	HP +10%/Agility +5	Prize from Open Air, Inc. Calm Lands, Mysterious Cave Chapter 5, Mi'ihen Highroad, Bribe: Gug (Oversoul)
	Bushido Tome	-	10	Turbo Bushido	-	HP +10%/Agility +5	Prize from Open Air, Inc. Calm Lands, Mysterious Cave Chapter 5, Mi'ihen Highroad, Bribe: Concherer
	Nature's Tome	-	10	Turbo Instinct	-	HP +10%/Agility +5	Can you dig it? mission, Mysterious Cave, Bribe: Mushroom Cloud
	Arcane Tome	-	10	Turbo Arcana	-	MP +10%/Agility +5	Mysterious Cave, Bribe: Elder Drake
	White Tome	-	10	Turbo White Magic	Osmose	MP +10%/Agility +5	Prize from Argent, Inc., Mysterious Cave, Bribe: Great Malboro (Oversoul)
	Black Tome	-	10	Turbo Black Magic	Osmose	MP +10%/Agility +5	Prize from Argent, Inc., Mysterious Cave, Bribe: Claret Dragon (Oversoul)
Type: Special	Sprint Shoes	-	10	First Strike	Haste	Agility +10	Calm Lands Chapter 3, Blitzball, Lacerta
	AP Egg	-	10	Triple AP	-	Luck +15	Blitzball, Chocobo Dungeon in Calm Lands Chapter 5
	Cat's Bell	-	10	HP Stroll	-	HP +15%	Kilika Temple Chapter 5, Chocobo Dungeon in Calm Lands Chapter 5
	Wizard Bracelet	-	10	MP Stroll	-	MP +20%	Kilika Temple, Chapter 5, Chocobo Dungeon in Calm Lands Chapter 5
	Charm Bangle	-	10	No Encounters	-	Luck +10	Prize from Open Air, Inc., Blitzball, Logos (in the final battle in Guadosalam)
	Lure Bracer	-	10	More Encounters	-	Strength +15	Logos Bikanel Desert
	Gold Hairpin	-	10	Half MP Cost	-	Magic +20	Hidden Passageway in Chateau Leblanc Chapters 2, 3, 5, Blitzball, Bevelle - Via Infinito Chapter 5
	Soul of Thamasa	-	10	Magic Booster	-	Magic +15	Prize from Argent, Inc., Monkey Love mission, Ixion
	Ribbon	-	10	Ribbon	-	-	Thunder Plains Chapter 5, Angra Mainyu, Bribe: Omega Weapon
	Heady Perfume	-	10	HP Stroll/ MP Stroll	-	MP +20%, Magic +5, Defence/Magic Def/Luck +10, Agility +2	Hidden Passageway in Chateau Leblanc Chapters 2, 3, 5
	Shmooth Shailing	-	10	Super Ribbon	-	Defence +30, Magic Def +30	The Celsius Chapter 4
	Bloodlust	-	10	Kijo's Soul	-	Strength +60, HP/MP -40%, Magic/Magic Def -50	Under Bevelle Chapters 2, 3, 5
	Wring	-	10	Majo's Soul	-	Magic +80, Defence -20, HP -40%	Under Bevelle Chapters 2, 3, 5
	Key to Success	-	10	Double All	-	HP/MP +100%, Luck +100	Guadosalam Chapter 5
	Minerva's Plate	-	10	Turbo Black Magic	-	MP +100%, Strength -80, Magic +100	Macalania Woods Chapter 5
	Adamantite	-	10	Auto-Wall	-	HP +100%, Defence +120, Magic Def +120, Agility –30	Run the Gunner's Gauntlet! mission
	Force of Nature	-	10	Omnistrike	-	-	New Cave in Thunder Plains
	Cat Nip	-	10	SOS ????	-	-	Bevelle - Via Infinito
	Iron Duke	-	10	-	-	Strength/Magic/Defence/ Magic Def/Accuracy/ Evasion +100, Agility +10, Luck +50	Bevelle - Via Infinito
	Ragnarok	-	10	Spellspring	-	-	Culprit Found? mission
	Enterprise	-	10	Break HP Limit	-	-	The Celsius Chapter 2
	Invincible	-	10	Break Dmg Limit	-	-	Port Kilika Chapter 5

ITEMS

Do not underestimate the importance of items. You will often find helpful goodies in the depths of your inventory. The majority of them can only be used in battle and are highlighted in grey in the Items menu.

A list of Key Items can be found in the Key Items sub-menu, accessed via the main Items menu. The page references in the following tables will indicate where you can read more about the listed Key Items.

	Name	Purchase Price	Selling Price	Effect
Healing	Potion	50	12	Restores 200 HP
	Hi-Potion	500	125	Restores 1000 HP
	X-Potion	-	250	Fully restores all HP *1
	Mega-Potion	-	375	Restores all party members' HP by 2000
	Ether	-	250	Restores 100 MP
	Turbo Ether	-	750	Restores 500 MP
	Phoenix Down	100	25	Revives one party member from KO and restores 25% of the maximum HP *1
	Mega Phoenix	-	1000	Revives all party members from KO and restores 25% of the maximum HP *1
	Elixir	-	1250	Restores one party member's HP and MP *1
	Megalixir	-	5000	Restores all party members' HP and MP *1
	Antidote	50	12	Cures Poison
	Soft	50	12	Cures Petrification
	Eye Drops	50	12	Cures Darkness
	Echo Screen	50	12	Cures Silence
	Holy Water	300	75	Cures Curse, Itchy and Pointless
	Remedy	-	375	Cures Petrification, Sleep, Silence, Darkness, Poison, Confuse, Berserk, Curse, Pointless, Itchy, Slow and Stop
Attack	Budget Grenade	-	12	Deals 18-22 damage points to all opponents *2
	Grenade	-	25	Deals 187-212 damage points to all opponents *2
	L-Bomb	-	100	Deals 421-476 damage points to all opponents *2
	M-Bomb	-	75	Deals 375-423 damage points to all opponents *2
	S-Bomb	-	50	Deals 328-370 damage points to all opponents *2
	Sleep-Grenade	-	50	Deals 234-264 damage points to all opponents and inflicts Sleep *2
	Silence-Grenade	-	37	Deals 234-264 damage points to all opponents and inflicts Silence *2
	Dark-Grenade	-	37	Deals 234-264 damage points to all opponents and inflicts Darkness *2
	Petrify Grenade	-	50	Deals 234-264 damage points to all opponents and inflicts Petrification *2
	Bomb Fragment	-	25	Deals 78-84 Fire damage points to one opponent
	Bomb Core	-	50	Deals 281-317 Fire damage points to one opponent
	Fire Gem	-	75	Deals 6x 93-105 Fire damage randomly amongst all opponents
	Antarctic Wind	-	50	Deals 78-84 Ice damage points to one opponent
	Arctic Wind	-	50	Deals 281-317 Ice damage points to one opponent
	Ice Gem	-	75	Deals 6x 93-105 Ice damage randomly amongst all opponents
	Electro Marble	-	25	Deals 78-84 Lightning damage points to one opponent
	Lightning Marble	-	50	Deals 281-317 Lightning damage points to one opponent
	Lightning Gem	-	75	Deals 6x 93-105 Lightning damage randomly amongst all opponents
	Fish Scale	-	25	Deals 78-84 Water damage points to one opponent
	Dragon Scale	-	50	Deals 281-317 Water damage points to one opponent
	Water Gem	-	75	Deals 6x 93-105 Water damage randomly amongst all opponents
	Shadow Gem	-	50	Reduces all opponents' HP by 25%
	Shining Gem	-	75	Deals 1406-1587 damage points to one opponent
	Blessed Gem	-	125	Deals 234-264 Holy damage points to one opponent
	Supreme Gem	-	250	Deals 2343-2646 damage points to all opponents
	Poison Fang	-	25	Deals 375-423 damage points to one opponent and inflicts Poison
	Silver Hourglass	-	25	Inflicts Slow on one opponent
	Gold Hourglass	-	37	Inflicts Slow on all opponents
	Candle of Life	-	50	Inflicts Doom on one opponent
	Farplane Shadow	-	75	Sometimes inflicts Death on one opponent
	Dark Matter	-	7500	Deals 9375-9999 damage points to all opponents
Protection	Chocobo Feather	-	40	Casts Haste on one party member
	Chocobo Wing	-	50	Casts Haste on all party members
	Lunar Curtain	-	45	Casts Shell on all party members
	Light Curtain	-	45	Casts Protect on all party members
	Star Curtain	-	45	Casts Reflect on all party members
	Healing Spring	-	150	Casts Regen on all party members
	Mana Spring	-	75	Absorbs 187-211 MP from one opponent
	Stamina Spring	-	75	Absorbs 562-635 HP from one opponent
	Soul Spring	-	100	Absorbs 937-1058 HP and up to 1058 MP from one opponent
	Dispel Tonic	-	70	Dispels the effects of Auto-Life, Shell, Protect, Reflect, Regen or Haste on opponent or party member
	Stamina Tablet	-	200	Doubles one party member's maximum HP
	Mana Tablet	-	300	Doubles one party member's maximum MP
	Stamina Tonic	-	400	Doubles all party members' maximum HP
	Mana Tonic	-	400	Doubles all party members' maximum MP
	Twin Stars	-	200	Reduces one party member's MP cost to 0
	Three Stars	-	1250	Reduces all party members' MP cost to 0
	Hero Drink	-	25	One party member becomes invincible

*1 a maximum of 9999 HP in battle; *2 damage is reduced due to Protect

Miscellaneous

Name	Purchase Price	Selling Price	Effect
Gysahl Greens	-	25	Restores 100 HP. Used to calm a Chocobo or catch it if it is the last opponent in battle
Sylkis Greens	-	25	Restores 100 HP. Raises the Level of Chocobos in the Chocobo Ranch
Mimett Greens	-	25	Restores 100 HP. Raises the Level of Chocobos in the Chocobo Ranch
Pahsana Greens	-	25	Restores 100 HP. Raises the Level of Chocobos in the Chocobo Ranch or replenishes Heart

KEY ITEMS

Name	Notes	located / prerequisites	See page
Crimson Sphere 1	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 3: In Limbo (map 11-21) after Djose Temple Hotspot mission	83 or 181
Crimson Sphere 2	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 3: Received in Farplane Abyss (map 14-6) from Nooj and Gippal	92
Crimson Sphere 3	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 3: Received in Farplane Abyss (map 14-6) from Nooj and Gippal	92
Crimson Sphere 4	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapters 3 or 5: Chest from Hidden Passageway (map 7-9)	79 or 180
Crimson Sphere 5	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 4: After live concert talk to Leblanc in Engine Room (map 2-4), before talking to Shinra	97
Crimson Sphere 6	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 5: Via Infinito (Bevelle)	220
Crimson Sphere 7	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 2: Received from Nooj in Ravine (map 15-4)	171
Crimson Sphere 8	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 5: Via Infinito 20th floor	220
Crimson Sphere 9	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 1: In Ravine (map 15-4)	160
Crimson Sphere 10	An important record. Required to access Den of Woe (map 15-5) in Mushroom Rock Road	Chapter 2: Examine the Sphere in Ormi's room in the Hidden Passageway (map 7-9)	80
New Beginnings Sphere	Led Yuna to become a sphere hunter	Part of the inventory from the outset	-
Gagazet Sphere	Shows Zanarkand prior to annihilation	Chapter 1: Talk to Shinra after Outrun the Leblanc Syndicate! mission	59
Sphere Fragment	Necessary to receive Reassembled Sphere	Chapter 1: Complete Claim the Treasure Sphere mission	66
Awesome Sphere	Give to the Youth League or New Yevon in Chapter 2	Chapter 1: Complete Kilika Island Sphere Craze! mission	68
Leblanc's Sphere	Record of Leblanc's message	Chapter 2: On board the Celsius after returning the Awesome Sphere	70
Reassembled Sphere	Record of sleeping Vegnagun. Composed of two sphere fragments	Chapter 2: After Faking and Entering mission	81
Logos's Sphere	Record from the Bevelle Underground	Chapter 3: Check the Sphere in Hidden Passageway (map 7-9)	180
Ormi's Sphere	Record from the Bevelle Underground	Chapter 3: Check the Sphere in Hidden Passageway (map 7-9)	180
Gaol Sphere	1000-year old record	Chapter 3: Check the Sphere in Hidden Passageway (map 7-9)	180
Nooj's Sphere	A sphere from Lucil	Chapter 5: Obtain from Lucil if the Awesome Sphere was handed back to the Youth League	192
Gippal's Sphere	A sphere from Rin	Chapter 5: Detective Rin mission, Rin must be the perpetrator	219
Baralai's Sphere	Record of the temple's secret	Chapter 5: Chest in Time Capsule (map 7-5)	194
Paine's Sphere	Record of memories on board the ship	Chapter 5: Obtain from Gippal in Heart of the Farplane (map 14-7)	102
War Buddy Sphere	Needed to complete the Besaid Island mission, Chapter 5	Chapter 5: Talk to Beclem on Besaid Island in Chapter 4 (ComSphere), then talk to him again in Chapter 5	190
Besaid Sphere	Shows hidden treasure chests at Waterfall Way	Chapter 1: Defeat the Flame Dragon on Besaid Island	62
Al Bhed Primer I	Teaches the letter "A" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer II	Teaches the letter "B" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer III	Teaches the letter "C" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer IV	Teaches the letter "D" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer V	Teaches the letter "E" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer VI	Teaches the letter "F" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer VII	Teaches the letter "G" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer VIII	Teaches the letter "H" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer IX	Teaches the letter "I" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer X	Teaches the letter "J" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XI	Teaches the letter "K" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XII	Teaches the letter "L" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XIII	Teaches the letter "M" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XIV	Teaches the letter "N" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XV	Teaches the letter "O" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XVI	Teaches the letter "P" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XVII	Teaches the letter "Q" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XVIII	Teaches the letter "R" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XIX	Teaches the letter "S" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XX	Teaches the letter "T" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XXI	Teaches the letter "U" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XXII	Teaches the letter "V" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XXIII	Teaches the letter "W" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XXIV	Teaches the letter "X" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XXV	Teaches the letter "Y" in Al Bhed	Dig out or talk with Al Bhed	199
Al Bhed Primer XXVI	Teaches the letter "Z" in Al Bhed	Dig out or talk with Al Bhed	199
Syndicate Uniform (S)	Required for Faking and Entering mission, Chapter 2	Chapter 2, (1. Uniform)	73
Syndicate Uniform (M)	Required for Faking and Entering mission, Chapter 2	Chapter 2, (2. Uniform)	75
Syndicate Uniform (L)	Required for Faking and Entering mission, Chapter 2	Chapter 2, (3. Uniform)	78
Letter of Introduction	Required to start the Bikanel Desert mission	Chapters 1, 2: Talk to Gippal at the Djose Temple	73
How to Repair with Soul	Failed Experiment is repaired and can take on the challenge again. (Chapter 5, Djose Temple)	Chapter 5: Talk to the Al Bhed on the floor in the Living Quarters (map 8-6)	194

KEY ITEMS

Name	Notes	located / prerequisites	See page
The Spirit of Recycling	Failed Experiment is repaired and can take on the challenge again. (Chapter 5, Djose Temple)	Chapter 5: After defeating Experiment in Trials (map 8-8) talk to the Al Bhed and reveal the secret word	194
The ABC of Repair	Failed Experiment is repaired and can take on the challenge again. (Chapter 5, Djose Temple)	Chapter 5: Chest in Chocobo Dungeon	194
Repairing for Dummies	Failed Experiment is repaired and can take on the challenge again. (Chapter 5, Djose Temple)	Chapter 5: After defeating Experiment in battle with the three apes in Djose Temple (Map 8-3)	194
Everyman's Repair Manual	Failed Experiment is repaired and can take on the challenge again. (Chapter 5, Djose Temple)	Chapter 5: After defeating Experiment in Mi'hen Highroad check a machina	191
Besaid Key	Required to open the chest in the Monks' Chamber (map 4-17)	Chapters 1, 2: Either buy on Besaid Island or complete Tourist Trap mission in Calm Lands, Chapter 3	182
Desert Key	Required to open the chest in Bikanel Desert - West (map 9-1)	Chapter 5: Can you dig it? mission in Bikanel Desert	206
Calm Lands Discount Pass	Hover ride in Calm Lands only costs 5 points	Ride the Hover ten times	165
Calm Lands Free Pass	Hover ride in Calm Lands is free	Chapter 5: Agencies must be united	220
Twilight Rain	Enables Floral Fallal to learn Break Damage Limit	Chapter 5: Chest in Waterfall Way (map 4-5)	60
Aurora Rain	Enables Floral Fallal to learn Break HP Limit	Chapter 5: Chest in Chamber of the Stolen Fayth (map 18-9)	164
Machina Booster	Enables Machina Maw to learn Break Damage Limit	Chapter 5: Chest in HQ – Lift (map 15-6)	159
Machina Reactor	Enables Machina Maw to learn Break HP Limit	Chapter 5: Chest in Chocobo Dungeon	222
Victor Primoris	Enables Full Throttle to learn Break Damage Limit	Chapter 5: In a chest in Mi'ihen Highroad New Road North Entrance	158 or 191
Corpus Invictus	Enables Full Throttle to learn Break HP Limit	Chapter 5: New Cave in the Thunder Plains	220
Magical Dances Vol.I	Enables Songstress to learn MP Mambo	Chapter 5: Defeat Nooj	192
Magical Dances Vol.II	Enables Songstress to learn Magical Masque	Chapter 5: Defeat Experiment in his strongest state	194

GARMENT GRIDS

Garment Grids are used to harness the power of dresspheres. Each Garment Grid can be customised by placing dresspheres in the empty nodes.

To enable a spherechange during battle, the two dresspheres that you want to switch between must be adjacent to each other on the Garment Grid and be linked by a path. If you pass through a gate during a spherechange, the party member in question will be granted various special abilities that will last until the end of the battle. To learn more about spherechanges and Garment Grids, please refer to the How To Play chapter on pages 13 and 17.

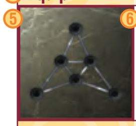
The more nodes a Garment Grid has, the more powerful the special dressphere will be when accessed during battle.

On the following pages, you'll find everything you need to know about all of the Garment Grids in FFX-2.

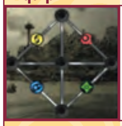
1. **Name of the Garment Grid**
2. **Chapter in which you can obtain the Grid.**
3. **Location**
4. **Equip:** If you equip a party member with this Grid in the Equip menu, the stated effect will be triggered. For example, an Auto-Ability may be activated, the character's attributes may be enhanced or they may have access to a particular Command ability.
5. **Layout**
6. **Gate:** The stated effect will be activated if you pass through a gate during the spherechange. If several gates are listed for one effect, you will have to pass through all of them during one battle to earn the effect. (The order in which you do so is not important).
7. **Prerequisites:** What you have to do in order to obtain the Grid.

Note: In the following tables Command abilities are highlighted in blue (In the Garment Grids menu in the game they are marked in yellow and preceded by "Use").

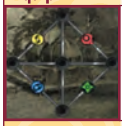
① FIRST STEPS

② **Chapter**	-	③ -
④ **Equip**	-	
⑤ 	⑥ -	
⑦ **Prerequisites**	Meet Leblanc (see page 53)	

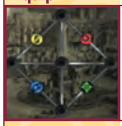
VANGUARD

Chapter	1, 2, 3, 4, 5	**Celsius**
Equip	Strength/Magic +5	
	🟡 : Strength +5 🔴 : Magic +5 🔵 : Strength +5 🟢 : Magic +5	
Prerequisites	Read Shinra's Tutorial, "Using Garment Grids" (see page 56)	

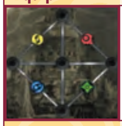
BUM RUSH

Chapter	2	**Celsius**
Equip	Strength/Magic +10	
	🟡 : Strength +10 🔴 : Magic +10 🔵 : Strength +10 🟢 : Magic +10	
Prerequisites	Collect all three Syndicate Uniforms (see page 78)	

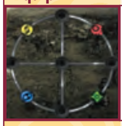
UNDYING STORM

Chapter	3	**Mi'hen Highroad**
Equip	Strength/Magic +15	
	🟡 : Strength +15 🔴 : Magic +15 🔵 : Strength +15 🟢 : Magic +15	
Prerequisites	After completing the Machina Mayhem! mission (see page 179)	

FLASH OF STEEL

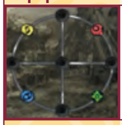
Chapter	5	**Calm Lands**
Equip	Strength/Magic +20	
	🟡 : Strength +20 🔴 : Magic +20 🔵 : Strength +20 🟢 : Magic +20	
Prerequisites	As a prize from Argent Inc. if you get to PR Level 5 (see page 201)	

PROTECTION HALO

Chapter	1	**Besaid**
Equip	Defence/Magic Def. +5	
	🟡 : Defence +5 🔴 : Magic Def. +5 🔵 : Defence +5 🟢 : Magic Def. +5	
Prerequisites	Following the Where's Wakka mission (see page62)	

HOUR OF NEED

Chapter	2	**Bikanel**
Equip	Defence/Magic Def. +10	

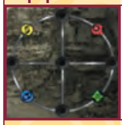


🟡 : Defence +10
🔴 : Magic Def. +10
🔵 : Defence +10
🟢 : Magic Def. +10

Prerequisites After defeating the Leblanc Syndicate at the Oasis (see page 75)

UNWAVERING GUARD

Chapter	3	**Djose**
Equip	Defence/Magic Def. +15	

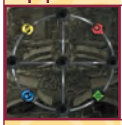


🟡 : Defence +15
🔴 : Magic Def. +15
🔵 : Defence +15
🟢 : Magic Def. +15

Prerequisites After defeating Ixion (see page 92)

VALIANT LUSTRE

Chapter	5	**Thunder Plains**
Equip	Defence/Magic Def. +20	

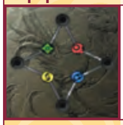


🟡 : Defence +20
🔴 : Magic Def. +20
🔵 : Defence +20
🟢 : Magic Def. +20

Prerequisites After defeating all fiends at the Lightning Towers (see page 195)

HIGHROAD WINDS

Chapter	2, 3, 5	**Calm Lands**
Equip	First Strike	

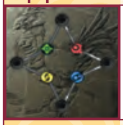


🟢 : Slowproof
🔴 : Stopproof
🟡 : Use Haste
🟢🔴🟡🔵 : SOS Haste

Prerequisites When Clasko opens the Chocobo Ranch (see page 175)

MOUNTED ASSAULT

Chapter	2, 3, 5	**Calm Lands**
Equip	First Strike	

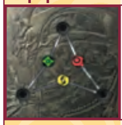


🟢 : Slowproof
🔴 : Stopproof
🟡🔵 : Use Hastega
🟢🔴🟡🔵 : Auto-Haste

Prerequisites Brought back by a Chocobo from the Chocobo Ranch (see page 209)

HEART OF FLAME

Chapter	1	**Mushroom Rock Road**
Equip	Fire Eater, Use Fire	

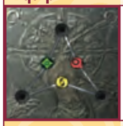


🟡 : Firestrike
🟢🔴 : Use Fira
🟢🔴🟡 : Use Firaga

Prerequisites Talk to Yaibal after the mission (see page 160)

ICE QUEEN

Chapter	1, 2	**Macalania**
Equip	Ice Eater, Use Blizzard	

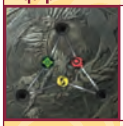


🟡 : Icestrike
🟢🔴 : Use Blizzara
🟢🔴🟡 : Use Blizzaga

Prerequisites Complete the O'aka mission in Macalania Forest (see page 162)

THUNDER SPAWN

Chapter	1, 2, 5	**Luca**
Equip	Lightning Eater, Use Thunder	

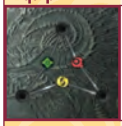


🟡 : Lightningstrike
🟢🔴 : Use Thundara
🟢🔴🟡 : Use Thundaga

Prerequisites In a chest in Luca - Dock 5 (see page 157)

MENACE OF THE DEEP

Chapter	1	**Kilika**
Equip	Water Eater, Use Water	

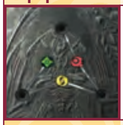


🟡 : Waterstrike
🟢🔴 : Use Watera
🟢🔴🟡 : Use Waterga

Prerequisites Answer all security questions correctly on your way to the temple (see page 69)

DOWNTRODDER

Chapter	2, 3, 5	**Bevelle**
Equip	Gravity Eater	

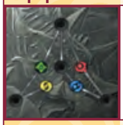


🟢 : Gravitystrike
🔴 : Use Demi
🟢🔴🟡 : Double HP

Prerequisites In a chest in the Labyrinth underneath Bevelle (see page 85)

SACRED BEAST

Chapter	5	**Mt. Gagazet**
Equip	Holy Eater	

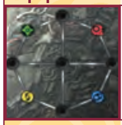


🟢 : Holystrike
🟢🔴🟡🔵 : Use Holy

Prerequisites After Episode Complete (see page 197)

TETRA MASTER

Chapter	3, 5	**Calm Lands**
Equip	Tetrastrike	

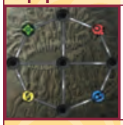


🟢 : Fire Eater
🔴 : Ice Eater
🟡 : Lightning Eater
🔵 : Water Eater

Prerequisites Rescue all the people in the Cavern of the Stolen Fayth (see page 182)

RESTLESS SLEEP

Chapter	1	**Mushroom Rock Road**
Equip	Use Sleep & Bio	

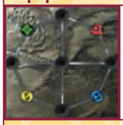


🟢 : Sleepproof
🟢🔴 : Sleeptouch
🟡 : Poisonproof
🟡🔵 : Poisontouch

Prerequisites In a chest close to the Youth League headquarters (see pages 159 and 160)

STILL OF NIGHT

Chapter	1	**Bikanel**
Equip	Use Silence & Blind	

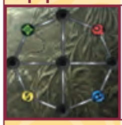


🟢 : Silenceproof
🟢🔴 : Silencetouch
🟡 : Darkproof
🟡🔵 : Darktouch

Prerequisites Talk with Nhadala following the successful excavation (see page 163)

MORTAL COIL

Chapter	2, 3, 5	**Besaid**
Equip	Itchproof	

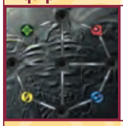


🟢 : Curseproof
🔴 : Stoneproof
🟡 : Stonetouch
🔵 : Use Break

Prerequisites Attain more than 1150 points playing Gunner's Gauntlet (see page 211)

RAGING GIANT

Chapter	1, 3, 5	**Besaid**
Equip	Use Confuse	

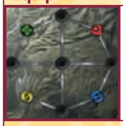


🟢 : Confuseproof
🟢🔴 : Confusetouch
🟡 : Berserkproof
🟡🔵 : Berserktouch

Prerequisites In a chest at Waterfall Way behind the Cave after getting the Search Sphere and inputting the other codes (see page 60 or 178)

BITTER FAREWELL

Chapter	2	**Macalania**
Equip	Use Death & Doom	

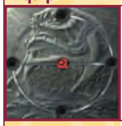


🟢 : Deathproof
🟢🔴 : Deathtouch
🟡 : Doomproof
🟡🔵 : Doomtouch

Prerequisites Get the band together and speak with the Hypello (see page 174)

SELENE GUARD

Chapter	2	**Mi'hen Highroad**
Equip	SOS Shell Use Shell	



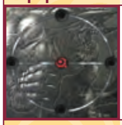
🔴 : Auto-Shell

Prerequisites Attain the best finish at the Wild Chocobo Chase (Cuckoo for Chocobos!) (see page 170)

HELIOS GUARD

Chapter 1 **Moonflow**

Equip SOS Protect Use Protect



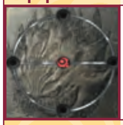
🔴 : Auto-Protect

Prerequisites Get Tobli's assistant to the destination safely (see page 161)

SHINING MIRROR

Chapter 2 **Mushroom Rock Road**

Equip Piercing Magic Use Reflect



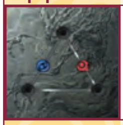
🔴 :Auto-Reflect

Prerequisites Hand over the Awesome Sphere to New Yevon and complete the Mushroom Rock mission (see page 171)

COVETOUS

Chapter 2 **Luca**

Equip -



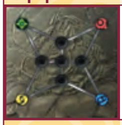
🔵 : Use Drain
🔴 : Use Osmose

Prerequisites In Luca, following the meeting with Shelinda (see page 169)

DISASTER IN BLOOM

Chapter 5 **Calm Lands**

Equip -



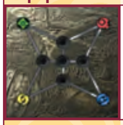
🟢 : Sleeptouch
🔴 : Silencetouch
🟡 : Darktouch
🔵 : Poisontouch
🔴🟢🟡🔵: Stonetouch

Prerequisites As a prize from Open Air, Inc. if you get PR Level 5(see page 201)

SCOURGEBANE

Chapter 5 **Bevelle**

Equip -



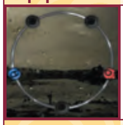
🟢 :Sleepproof/Poisonproof
🔴 : Silenceproof/Darkproof
🟡 : Confuseproof/Berserkproof
🔵 : Curseproof/Itchproof

Prerequisites After Episode Complete (see page 196)

HEALING WIND

Chapter 1 **Luca**

Equip Use Cure



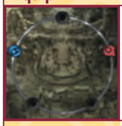
🔵 : Use Cura
🔵🔴: Use Curaga

Prerequisites Following the Behind the Scenes mission (see page 156)

HEART REBORN

Chapter 1 **Zanarkand**

Equip Use Life & Cure



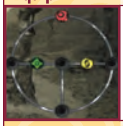
🔵 : Use Cura
🔵🔴: Use Curaga

Prerequisites Answer Isaaru's question correctly (see page 66)

HEALING LIGHT

Chapter 2 **Guadosalam**

Equip Use Cure



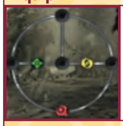
🔴 : Use Cura
🟢 : Use Life
🟡 : Use Curaga
🔴🟢🟡: Use Full-Cure

Prerequisites Following the battle against Leblanc (see page 81)

IMMORTAL SOUL

Chapter 5 **The Depths of the Farplane**

Equip Use Life & Cure



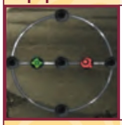
🟢 : Use Cura
🟡 : Use Curaga
🔴🟢🟡: Use Full-Life

Prerequisites After defeating Anima (see page 100)

WISHBRINGER

Chapter 3 **Mt. Gagazet**

Equip HP Stroll, Use Regen



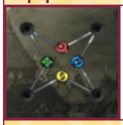
🟢 : Use Curaga
🟢🔴: Auto-Regen

Prerequisites Following the battle against Garik (see page 183)

STRENGTH OF ONE

Chapter 2, 3, 5 **Calm Lands**

Equip Strength +10



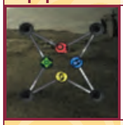
🔴🟢🔵🟡: Strength +15

Prerequisites Brought back by a Chocobo from the Chocobo Ranch (see page 209)

SEETHING CAULDRON

Chapter 2 **Moonflow**

Equip Magic +10



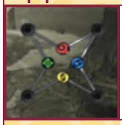
🟢🔴🔵🟡: Magic +15

Prerequisites Sell Tobli's tickets (see page 172)

STONEHEWN

Chapter 2 **Mt. Gagazet**

Equip Defence +10



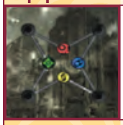
🔴🟢🔵🟡: Defence +15

Prerequisites Upon finding the uniform at the hot spring (see page 79)

ENIGMA PLATE

Chapter 2, 3, 5 **Besaid**

Equip Magic Def. +10



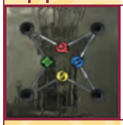
🔴🟢🔵🟡: Magic Def. +15

Prerequisites Attain more than 500 points playing Gunner's Gauntlet (see page 211)

HOWLING WIND

Chapter 3 **Macalania**

Equip -



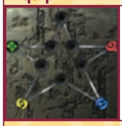
🟢🔴🔵🟡: Agility +5

Prerequisites Speak with the young musician in Chapter 3 after finding all 3 musicians in Chapter 2 (see page 181)

RAY OF HOPE

Chapter 5 **Macalania**

Equip Luck +30



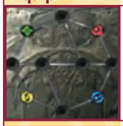
🔴🟢🟡🔵: Luck +30

Prerequisites After Episode Complete at the Sacred Spring (see page 195)

PRIDE OF THE SWORD

Chapter 3 **Macalania**

Equip Use Swordplay abilities



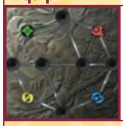
🟢🔴🟡🔵: Strength +15
🟢🔴🟡🔵: Swordplay wait down

Prerequisites Complete the Guard Agency mission (see page 180)

SAMURAI'S HONOR

Chapter 2, 3 **Thunder Plains**

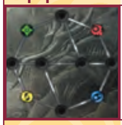
Equip Use Bushido abilities



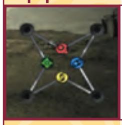
🟢🔴🟡🔵: Strength +15
🟢🔴🟡🔵: Bushido wait down

Prerequisites Calibrate all ten Lightning Towers, five of them perfectly, then talk to the Al Bhed in the Travel Agency (see page 173)

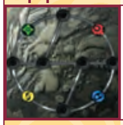
BLOOD OF THE BEAST

Chapter	3	**Bevelle**
Equip	Use Instinct abilities	
	🟢🔴🟡🔵 : Strength +15 🟢🔴🟡🔵 : Instinct wait down	
Prerequisites	Return to Bevelle - Limbo (where Bahamut appears) before the Bevelle Hotspot mission (see page 181)	

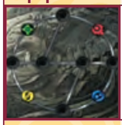
CHAOS MAELSTROM

Chapter	3, 5	**Kilika**
Equip	Use Arcana abilities	
	🟢🔴🟡🔵 : Magic +15 🟢🔴🟡🔵 : Arcana wait down	
Prerequisites	Find all the monkeys in Kilika Forest and speak with the woman in the south-west of Kilika (see page 178)	

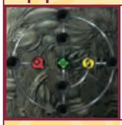
WHITE SIGNET

Chapter	3, 5	**Luca**
Equip	Use White Magic abilities	
	🟢🔴🟡🔵 : Magic +15 🟢🔴🟡🔵 : White Magic wait down	
Prerequisites	May appear during the Sphere Break match against the dog (see page 213)	

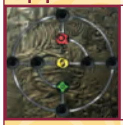
BLACK TABARD

Chapter	4	**Moonflow**
Equip	Use Black Magic abilities	
	🟢🔴🟡🔵 : Magic +15 🟢🔴🟡🔵 : Black Magic wait down	
Prerequisites	Complete the mission to find Tobli (see page 94)	

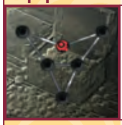
MERCURIAL STRIKE

Chapter	5	**Bikanel**
Equip	Lightning Eater, Use Thunder	
	🔴 : Swordplay wait down 🟢 : Bushido wait down 🟡 : Instinct wait down	
Prerequisites	After Episode Complete (see page 196)	

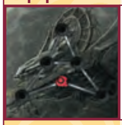
TRICKS OF THE TRADE

Chapter	5	**Kilika**
Equip	-	
	🔴 : Black Magic wait down 🟡 : White Magic wait down 🟢 : Arcana wait down	
Prerequisites	After Episode Complete (see page 191)	

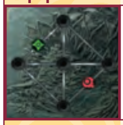
HORN OF PLENTY

Chapter	5	**Bikanel**
Equip	Use Nab Gil	
	🔴 : Gillionaire	
Prerequisites	Obtain the Desert Key from the Chocobo Ranch and use it to open the chest (see page 74)	

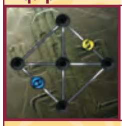
TREASURE HUNT

Chapter	3, 5	**Luca**
Equip	Use Mug	
	🔴 : Double Items	
Prerequisites	May appear during the Sphere Break match against Shinra (see page 213)	

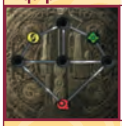
TEMPERED WILL

Chapter	5	**Guadosalam**
Equip	Lightning Eater, Use Thunder	
	🟢 : Double HP 🔴 : Double MP	
Prerequisites	In a closed room (map 7-4) in Guadosalam if you talked to Lian and Ayde in Chapter 3 (see page 194)	

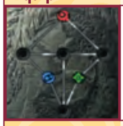
COVENANT OF GROWTH

Chapter	5	**Bikanel**
Equip	-	
	🔵 : Double AP 🟡 : Double EXP	
Prerequisites	Defeat Frailea in the Cactuar mission (see page 217)	

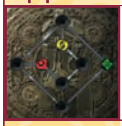
SALVATION PROMISED

Chapter	5	**Thunder Plains**
Equip	Use White Magic abilities	
	🟡🟢🔴 : Use Auto-Life	
Prerequisites	In a chest in the secret dungeon (see page 220)	

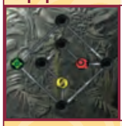
CONFLAGRATION

Chapter	5	**Mt. Gagazet**
Equip	Use Black Magic abilities	
	🔴🔵🟢 : Use Flare	
Prerequisites	Speak with Lian and Ayde after Episode Complete (see page 198)	

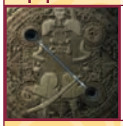
SUPREME LIGHT

Chapter	5	**Mushroom Rock Road**
Equip	Use White Magic abilities	
	🟢 : Use Auto-Life 🟢🔴🟡 : Use Holy	
Prerequisites	After the battle with Nooj in the sealed cave in the Den of Woe (see page 192)	

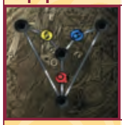
MEGIDDO

Chapter	5	**The Depths of the Farplane**
Equip	Use Black Magic abilities	
	🟢 : Flare 🟢🔴🟡 : Use Ultima	
Prerequisites	Enter the last Dungeon through all entrances and continue to the flower meadow (see page 198)	

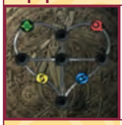
UNERRING PATH

Chapter	1, 2	**Macalania, Djose, Bikanel**
Equip	-	
	-	
Prerequisites	Together with the first special dressphere (see page 73)	

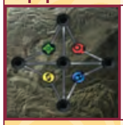
FONT OF POWER

Chapter	5	**Mi'hen Highroad**
Equip	Half MP Cost	
	🔴🟡🔵 : Magic +15 🔴🟡🔵 : One MP Cost	
Prerequisites	Defeat the secret dungeon's boss (see page 219)	

HIGHER POWER

Chapter	5	**Calm Lands**
Equip	Break HP Limit	
	🟢🔴🟡🔵 : Break Damage Limit	
Prerequisites	After Episode Complete (after you have finished checking the second Chocobo dungeon) (see page 223)	

THE END

Chapter	1, 2, 3, 4, 5	**Airship**
Equip	Break HP Limit	
	🟢🔴 : Break Damage Limit 🟢🔴🟡🔵 : Use Finale*	
Prerequisites	Check out Shinra's Bestiary after having seen all fiends in Oversoul state (see page 199)	

* Only if you have never escaped from a battle.

ABILITIES

On the following pages you will find a summary of all the Auto-Abilities and Command abilities that are associated with specific Accessories or Garment Grids. Abilities that are granted by dresspheres are described in more detail in the Dresspheres chapter (page 21 - 48). The information in the Accessory and Garment Grid columns indicates what you will need in order for your party members to utilise these Abilities. The page numbers in the Effect column indicate where you can find more detailed information in the Dresspheres chapter.

	Name	Type	Effect	Accessory	Garment Grid
Auto-Ability	Auto-Haste	Defence	Always results in Haste	Speed Bracer	Mounted Assault
	Auto-Protect	Defence	Always results in Protect	Shining Bracer	Helios Guard
	Auto-Reflect	Defence	Always results in Reflect	Star Bracer	Shining Mirror
	Auto-Regen	Defence	Always results in Regen	Recovery Bracer	Wishbringer
	Auto-Shell	Defence	Always results in Shell	Moon Bracer	Selene Guard
	Auto-Wall	Defence	Always results in Shell and Protect	Defence Bracer	-
	Berserkproof	Defence	Guards against Berserk	Potpourri	Raging Giant, Scourgebane
	Berserktouch	Attack	Adds Berserk to attacks and skills	Fury Shock	Raging Giant
	Break Dmg. Limit	Support	Damage can exceed 9999 points (up to a maximum of 99999)	Invincible	Higher Power, The End
	Break HP Limit	Support	HP maximum can exceed 9999 points	Enterprise	Higher Power, The End
	Confuseproof	Defence	Guards against Confusion	Black Choker	Raging Giant, Scourgebane
	Confusetouch	Attack	Adds Confusion to attacks and skills	Chaos Shock	Raging Giant
	Curseproof	Defence	Guards against Curse	Gris-Gris Bag	Mortal Coil, Scourgebane
	Darkproof	Defence	Guards against Darkness	Silver Glasses	Still of Night, Scourgebane
	Darktouch	Attack	Adds Darkness to attacks and skills	Blind Shock	Still of Night, Disaster in Bloom
	Deathproof	Defence	Guards against Death	Angel Earrings	Bitter Farewell
	Deathtouch	Attack	Adds Death to attacks and skills	Mortal Shock	Bitter Farewell
	Doomproof	Defence	Guards against Doom	-	Bitter Farewell
	Doomtouch	Attack	Adds Doom to attacks and skills	-	Bitter Farewell
	Double All	Support	Double AP, Double EXP, Double items, Gillionaire; Double damage/healing effect with items	Key to Success	-
	Double AP	Support	Doubles the AP obtained	-	Covenant of Growth
	Double EXP	Support	Doubles EXP points after battle	-	Covenant of Growth
	Double Items	Support	Defeated opponent leaves behind double the amount of items	-	Treasure Hunt
	Fire Eater	Defence	Fire damage is absorbed and converted into HP	Crimson Ring	Heart of Flame, Tetra Master
	Fire Ward	Defence	Fire damage is halved	Red Ring	-
	Fire/Ice Eater	Defence	Fire and Ice damage is absorbed and converted into HP	Sublimator	-
	Fire/Ice Strike	Attack	Adds Fire and Ice to attacks and skills	Freezerburn	-
	Fireproof	Defence	Nullifies Fire attacks	NulBlaze Ring	-
	Firestrike	Attack	Adds Fire to attacks and skills	Fiery Gleam	Heart of Flame
	First Strike	Support	The character can act at the beginning of a battle	Sprint Shoes	Highroad Winds, Mounted Assault
	Gillionaire	Support	Double gil amount collected after battle	-	Horn of Plenty
	Gravity Eater	Defence	Gravity damage is absorbed and converted into HP	-	Downtrodder
	Gravityproof	Defence	Nullifies Gravity attacks	Black Ring	-
	Gravitystrike	Attack	Adds Gravity to attacks and skills	-	Downtrodder
	Half MP Cost	Support	MP consumption is halved during battle	Gold Hairpin	Font of Power
	Health Preserver	Defence	Guards against Poison and Sleep	Glass Buckle	-
	Holy Eater	Defence	Holy damage is absorbed and converted into HP	-	Sacred Beast
	Holystrike	Attack	Some attacks contain the Holy element	-	Sacred Beast
	HP Stroll	Support	HP is restored by moving (not during battle, KO or Petrification)	Cat's Bell, Heady Perfume	Wishbringer
	Ice Eater	Defence	Ice damage is absorbed and converted into HP	Snow Ring	Ice Queen, Tetra Master
	Ice Ward	Defence	Ice damage is halved	White Ring	-
	Iceproof	Defence	Nullifies Ice attacks	NulFrost Ring	-
	Icestrike	Attack	Adds Ice to attacks and skills	Icy Gleam	Ice Queen
	Itchproof	Defence	Guards against Itchy	Favourite Outfit	Mortal Coil, Scourgebane
	Kijo's Soul	Attack	Afflicted with Poison and Berserk throughout battle	Bloodlust	-
	Life Preserver	Defence	Guards against Petrification and Death	Safety Bit	-
	Lightning Eater	Defence	Lightning damage is absorbed and converted into HP	Ochre Ring	Thunder Spawn, Tetra Master
	Lightning Ward	Defence	Lightning damage halved	Yellow Ring	-
	Lightningproof	Defence	Nullifies Lightning attacks	NulShock Ring	-
	Lightningstrike	Attack	Adds Lightning to attacks and skills	Lightning Gleam	Thunder Spawn
	Lit./Water Eater	Defence	Lightning and Water damage is absorbed and converted into HP	Short Circuit	-
	Lit./Water Strike	Attack	Adds Lightning and Water to attacks and skills	Electrocutioner	-
	Magic Booster	Support	Effect of magic (attack and healing) increases by 50%, MP consumption is doubled	Soul of Thamasa	-
	Majo's Soul	Support	Only Black Magic is possible in battle. Afflicted with Poison and Haste throughout battle	Wring	-
	More Encounters	Support	Increases the frequency of random enemy encounters	Lure Bracer	-
	MP Stroll	Support	MP is restored by moving (not during a battle, KO or Petrification)	Heady Perfume, Wizard Bracelet	-
	No Encounters	Support	No random attacks (except in Via Infinito in Bevelle)	Charm Bangle	-
	Omnistrike	Attack + Defence	Adds all elements to attacks and skills All elemental damage is absorbed and converted into HP	Force of Nature	-
	One MP Cost	Support	Reduces MP consumption in battle to 1	-	Font of Power
	Piercing Magic	Support	Magic used is not affected by Reflect	-	Shining Mirror

	Name	Type	Effect	Accessory	Garment Grid
Auto-Ability	Pointlessproof	Defence	Guards against Pointless	Pearl Necklace	-
	Poisonproof	Defence	Guards against Poison	Star Pendant	Restless Sleep, Scourgebane
	Poisontouch	Attack	Adds Poison to attacks and skills	Venom Shock	Restless Sleep, Disaster in Bloom
	Ribbon	Defence	Guards against Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Pointless, Itchy, Slow, Stop and Doom	Ribbon	-
	Sanity Preserver	Defence	Guards against Confusion and Berserk	Faerie Earrings	-
	Sense Preserver	Defence	Guards against Silence and Darkness	Beaded Brooch	-
	Silenceproof	Defence	Guards against Silence	White Cape	Still of Night, Scourgebane
	Silencetouch	Attack	Adds Silence to attacks and skills	Mute Shock	Still of Night, Disaster in Bloom
	Sleepproof	Defence	Guards against Sleep	Twist Headband	Restless Sleep, Scourgebane
	Sleeptouch	Attack	Adds Sleep to attacks and skills	Dream Shock	Restless Sleep, Disaster in Bloom
	Slowproof	Defence	Guards against Slow	Pretty Orb	Highroad Winds, Mounted Assault
	Slowtouch	Attack	Adds Slow to attacks and skills	Lag Shock	-
	SOS ????	Defence	Attacks inflict 9999 damage points if HP falls below 1/3	Cat Nip	-
	SOS Haste	Defence	Casts Haste if HP falls below 1/3	Haste Bangle	Highroad Winds
	SOS Protect	Defence	Casts Protect if HP falls below 1/3	-	Helios Guard
	SOS Regen	Defence	Casts Regen if HP falls below 1/3	Regen Bangle	-
	SOS Shell	Defence	Casts Shell if HP falls below 1/3	-	Selene Guard
	SOS Wall	Defence	Casts Shell and Protect if HP falls below 1/3	Wall Ring	-
	Spellspring	Support	No MP is consumed in battle	Ragnarok	-
	Stoneproof	Defence	Guards against Petrification	Gold Anklet	Mortal Coil
	Stonetouch	Attack	Adds Petrification to attacks and skills	Stone Shock	Mortal Coil, Disaster in Bloom
	Stopproof	Defence	Guards against Stop	Dragonfly Orb	Highroad Winds, Mounted Assault
	Stoptouch	Attack	Adds Stop to attacks and skills	System Shock	-
	Super Ribbon	Defence	Guards against all status ailments, but permanently casts Slow on the user	Shmooth Shailing	-
	Tetra Eater	Defence	Fire, Ice, Lightning and Water damage is absorbed and converted into HP	Tetra Bracelet	-
	Tetra Ward	Defence	Fire, Ice, Lightning and Water damage halved	Tetra Band	-
	Tetraproof	Defence	Nullifies Fire, Ice, Lightning and Water attacks	Tetra Guard	-
	Tetrastrike	Attack	Adds Fire, Ice, Lightning and Water to attacks and skills	Tetra Gloves	Tetra Master
	Time Preserver	Defence	Guards against Slow and Stop	Kinesis Badge	-
	Triple AP	Support	Triples the amount of AP earned	AP Egg	-
	Turbo Arcana	Support	Time required for Arcana (Dark Knight abilities) is reduced by 40%	Arcane Tome	Chaos Maelstorm, Tricks of the Trade
	Turbo Black Magic	Support	Time required for Black Magic is reduced by 40%	Black Tome	Black Tabard, Tricks of the Trade
	Turbo Bushido	Support	Time required for Bushido (Samurai abilities) is reduced by 40%	Bushido Tome	Samurai's Honor, Mercurial Strike
	Turbo Instinct	Support	Time required for Instinct (Berserker abilities) is reduced by 40%	Nature's Tome	Blood of the Beast, Mercurial Strike
	Turbo Swordplay	Support	Time required for Swordplay (Warrior-abilities) is reduced by 40%	Sword Tome	Pride of the Sword, Mercurial Strike
	Turbo White Magic	Support	Time required for White Magic is reduced by 40%	White Tome	White Signet, Tricks of the Trade
	Water Eater	Defence	Water damage is absorbed and converted into HP	Cerulean Ring	Menace of the Deep, Tetra Master
	Water Ward	Defence	Water damage halved	Blue Ring	-
	Waterproof	Defence	Nullifies Water attacks	NulTide Ring	-
	Waterstrike	Attack	Adds Water to attacks and skills	Watery Gleam	Menace of the Deep
Command Abilities	Arcana abilities	Special	All learned (Dark Knight) Arcana abilities can be used at any time	-	Chaos Maelstrom
	Auto-Life	White Magic	Casts Auto-Life on one character. Costs 99 MP	-	Salvation Promised, Supreme Light
	Berserk	Special	Strengthens attacks, but the character attacks independently (see Berserker dressphere, page 34)	Fury Shock	-
	Bio	Arcana	Poison all enemies (see Dark Knight dressphere, Page 33)	Venom Shock	Restless Sleep
	Black Magic abilities	Special	All learned Black Magic abilities can be used at any time	-	Black Tabard
	Blind	Arcana	Inflicts Darkness on one opponent. Costs 8 MP	Blind Shock	Still of Night
	Blizzard, Blizzara, Blizzaga	Black Magic	Ice element damage (see Black Mage dressphere, page 28)	White Ring et al.	Ice Queen
	Break	Arcana	Petrify one enemy (see Dark Knight dressphere, page 33)	Stone Shock	Mortal Coil
	Bushido abilities	Special	All learned (Samurai) Bushido abilities can be used at any time	-	Samurai's Honor
	Confuse	Arcana	Confuse one enemy (see Dark Knight dressphere, Page 33)	Chaos Shock	Raging Giant
	Cure, Cura, Curaga	White Magic	HP healing magic (see White Mage dressphere, page 29)	-	Healing Wind et al.
	Death	Arcana	If successful, your opponent will be defeated with one hit (see Dark Knight dressphere, page 33)	Mortal Shock	Bitter Farewell
	Demi	Arcana	Gravity damage reduces all opponents' HP by 25% (see Dark Knight dressphere, page 33)	Black Ring	Downtrodder
	Doom	Arcana	Inflicts KO on one opponent after a countdown (see Dark Knight dressphere, page 33)	-	Bitter Farewell
	Drain	Arcana	Absorbs a limited amount of your opponent's HP (see Dark Knight dressphere, page 33)	-	Covetous
	Finale	Special	Deals damage to one opponent. If a character uses this technique, and has never fled a battle, they can inflict 99999 damage points	-	The End
	Fire, Fira, Firaga	Black Magic	Fire element damage (see Black Mage dressphere, page 28)	Red Ring et al.	Heart of Flame
	Flare	Black Magic	Deals non-elemental damage. Strength: 55. Cost 54 MP	-	Conflagration, Megiddo
	Full-Cure	White Magic	Completely revives all status ailments (see White Mage dressphere, page 29)	-	Healing Light
	Full-Life	White Magic	Revives one character from KO and completely restores HP (see White Mage dressphere, page 29)	-	Immortal Soul
	Haste	White Magic	Casts Haste on one party member. Costs 16 MP	Sprint Shoes	Highroad Winds
	Hastega	White Magic	Casts Haste on all party members. Costs 32 MP	Speed Bracer	Mounted Assault
	Holy	White Magic	Deals Holy damage to one opponent. 8x Strength: 12. Costs 85 MP	-	Sacred Beast, Supreme Light
	Instinct abilities	Special	All learned (Berserker) Instinct abilities can be used at any time	-	Blood of the Beast
	Life	White Magic	Revives one character from KO and heals HP by 25% of the maximum HP (see White Mage dressphere, page 29)	-	Heart Reborn
	Mug	Special	Steal and deals damage at the same time	-	Treasure Hunt
	Nab Gil	Special	Steals gil from one opponent, and deals damage at the same time	-	Horn of Plenty
	Osmose	Arcana	Takes MP away from one opponent and restores one party member's MP by the same amount	White Tome, Black Tome	Covetous
	Protect	White Magic	Casts Protect: physical attack damage halved (see White Mage dressphere, page 29)	-	Helios Guard
	Reflect	White Magic	Casts Reflect: spells are reflected back on to the opponent (see White Mage dressphere, page 29)	-	Shining Mirror
	Regen	White Magic	HP is regenerated regularly in small amounts (see White Mage dressphere, page 29)	-	Wishbringer
	Shell	White Magic	Casts Shell: magical attack damage is halved (see White Mage dressphere, page 29)	-	Selene Guard
	Silence	Arcana	Inflicts Silence on one opponent. Costs 8 MP	Mute Shock	Still of Night
	Sleep	Arcana	Inflicts Sleep on one opponent. Costs 8MP	Dream Shock	Restless Sleep
	Swordplay abilities	Special	All learned (Warrior) Swordplay abilities can be used at any time	-	Pride of the Sword
	Thunder, Thundara, Thundaga	Black Magic	Lightning element damage (see Black Mage dressphere, page 28)	Yellow Ring et al.	Thunder Spawn
	Ultima	Black Magic	Deals non-elemental damage to all opponents. Strength: 70. Costs 90 MP	-	Megiddo
	Water, Watera, Waterga	Black Magic	Water element damage (see Black Mage dressphere, page 28)	Blue Ring et al.	Menace of the Deep
	White Magic abilities	Special	All learned White Magic abilities can be used at any time	-	White Signet

MONSTERS

MONSTERS

This chapter explains everything about the monsters that Yuna and her fellow Gullwings will encounter on their adventures in Spira. It contains detailed information on each fiend's strengths and weaknesses, to help you plan effective battle strategies and decide which accessories you should equip for each battle. Bosses, such as Boris, or the Flame Dragon, are described separately in the walkthrough from page 49. (The only exceptions to this are Ormi, Logos and Leblanc.)

OVERSOUL

Your opponents will occasionally enter Oversoul state during battle. The transformation will be heralded by the word "Oversoul" appearing above the monster's head. The monster's body will glow and its name will be highlighted in red. It will now become considerably more powerful and much more difficult to defeat. You will often be able to obtain more items, some of them rare, if you use the Steal Command when an opponent is in Oversoul form. Attributes that change during Oversoul are stated in brackets in the Monster information boxes.

The Oversoul transformation does not happen by chance. It generally occurs when you defeat several opponents of the same class. When Oversoul occurs during battle, the subject's HP and MP are completely restored, all status ailments are cured, and Steal is possible again. The following table indicates how many creatures of one class must be defeated before the next one you encounter enters Oversoul state.

Class	Quantity
Adamant	9
Arachnid	8
Armour	18
Bandoleer	-
Basilisk	10
Behemoth	20
Bird	12
Blade	14
Bomb	14
Cactuar	15
Cephalopod	8
Chimera	12
Coeurl	14
Defender	14
Dinofish	16
Doomstone	-
Dragon	6

Class	Quantity
Drake	18
Eater	6
Elemental	16
Evil Eye	10
Flan	20
Fungus	12
Gel	22
Geo	4
Haizhe	14
Helm	14
Hermit	7
Imp	-
Iron Giant	10
Larva	-
Lupine	22
Machina	-
Malboro	24

Class	Quantity
Mech	-
Ochu	12
Ogre	8
Plant	12
Reptile	18
Revenant	-
Roc	12
Ruminant	12
Sacred Beast	10
Sahagin	12
Spellspinner	-
Spirit Beast	6
Tonberry	16
Vermin	12
Wasp	18
Weapon	10
Worm	24

1 **Name:** The monster's name.

2 **Location:** Where you may encounter the monster. Up to three possible places are mentioned.

3 **Oversoul:** Indicates whether or not the monster can enter Oversoul state. The transformation will affect the monster's HP and other attributes. Oversoul attributes can be found in brackets to the right of normal attributes.

4 **Class:** If you know your opponent's class, you can inflict fourfold damage using the Gun Mage's Fiend Hunter abilities. In addition, class has an influence on when monsters enter Oversoul state.

5 **Chapters:** The monster appears in the highlighted Chapters.

6 **Level:** This number describes how powerful the monster is, and is comparable to the experience levels of Yuna, Rikku and Paine.

7 **HP:** Indicates the fiend's total HP (Hit Points). To defeat it, you must deal at least this amount of damage. Some creatures have the ability to heal themselves. The healing process is indicated by green numbers above the fiend's head.

8 **MP:** The fiend's total MP (Magic Points). You can reduce or absorb a monster's MP using abilities such as Target MP or Pilfer MP. Without MP the monster will no longer be able to use certain abilities. An exception to this rule is if the monster in question is in Oversoul. In this state, a Flan Blanca, for example, can continue to use ice magic after it has been drained of MP. Fortunately this is only true of certain fiends.

9 **Attributes:** Opponent's attributes determine how powerful they are, just as with your party members. Use these figures to identify the strengths and weaknesses of your opponent and adjust your own strategy accordingly. For example, if your opponent has high Magic Def., it makes sense to concentrate on physical attacks. When planning your attack strategy, you should also bear in mind Elemental affinities (10), and status immunities/vulnerabilities (15).

10 **Elemental Properties:** These six fields indicate how your opponent will react to elemental attacks.

x2: Your opponent suffers double damage. The monster is weak against this element.

x1/2: Your opponent only suffers half the normal damage.

IMM: Your opponent is immune.

ABS: The attack is absorbed and your opponent's HP is restored. Fire, Ice, Lightning and Water are the four primary elements (see How to Play, page 19).

11 **Steal Rate:** Indicates the likelihood of stealing an item during a battle. You can do this with the Thief abilities, Steal and Master Thief, the Trainer ability Mugger Ghiki, or Mug. The Thief ability, Sticky Fingers, always steals an item, provided your opponent still has an item to steal.

12 **Normal / Rare:** Tells you which items you can steal from your opponent. You have a 25% chance of getting hold of rare items (unless you can obtain them using a specific ability). Depending on the fiend in question, this can either be a larger quantity of the normal booty or a more valuable item than usual.

13 **Gil:** You can steal gil from your opponent using abilities such as Pilfer Gil. This figure indicates the maximum amount of cash available. A random gil value is calculated which is always between 50% and 100% of the stated quantity.

14 **Bribe:** Lady Luck can use the Bribe ability to 'persuade' an opponent to flee the battlefield and leave items behind when they run. As with Steal, there are "normal" and "rare" items to be obtained. The chances of success are 100% if you calculate as follows: Gil quantity = maximum HP of the monster x 6.25. Generally speaking, the more gil you throw at a fiend, the better the items they will drop when they run. Unfortunately, not all fiends can be bribed.

15 **Characteristic:** Many attacks are boosted by the additional effect of inflicting a status ailment. Here, you can find out whether a monster is **immune** (A) to status ailments such as Poison, Petrification and Curse.

Resistance (B) means that your opponent is not completely immune but does have some protection against the attack. The higher the percentage figure stated in brackets, the stronger the resistance.

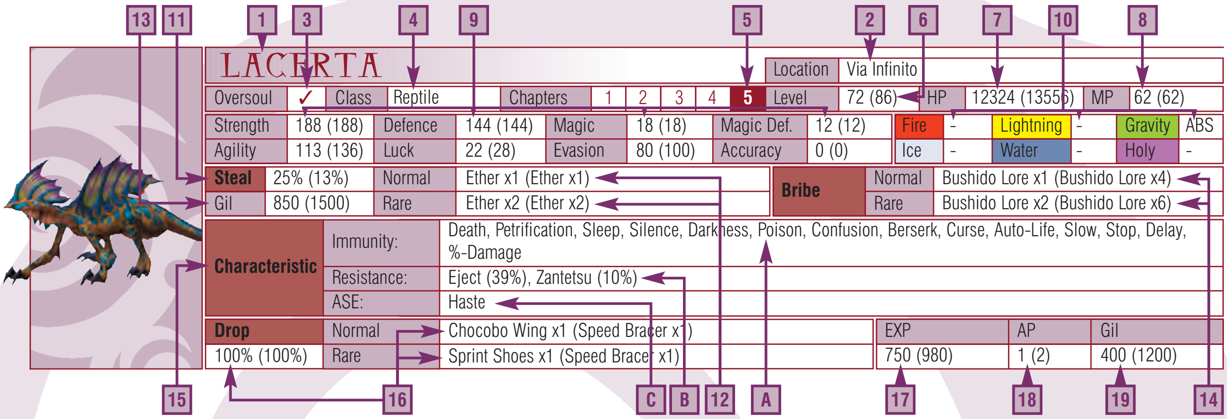
Some opponents also have an **automatic state (ASE)** (C), which is similar to an Auto-Ability in that it provides additional protection.

16 **Drop:** The likelihood of your defeated opponent leaving behind an item after battle. As with Steal, there are "normal" and "rare" items.

17 **EXP:** Your party members obtain experience points (EXP) after defeating opponents in battle. All party members who are not KO'd will earn the stated number of experience points.

18 **AP:** Your party members earn Ability Points for every defeated opponent. AP are credited immediately, even during battle.

19 **Gil:** The amount of gil your party will be rewarded with after defeating an opponent.



LACERTA

Location	Via Infinito

Oversoul	✓	Class	Reptile	Chapters	1	2	3	4	**5**	Level	72 (86)	HP	12324 (13556)	MP	62 (62)

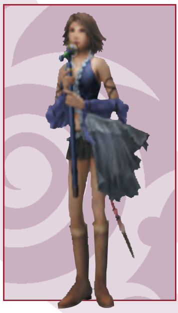
Strength	188 (188)	Defence	144 (144)	Magic	18 (18)	Magic Def.	12 (12)	Fire	-	Lightning	-	Gravity	ABS
Agility	113 (136)	Luck	22 (28)	Evasion	80 (100)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	25% (13%)	Normal	Ether x1 (Ether x1)	**Bribe**	Normal	Bushido Lore x1 (Bushido Lore x4)
Gil	850 (1500)	Rare	Ether x2 (Ether x2)		Rare	Bushido Lore x2 (Bushido Lore x6)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Delay, %-Damage
	Resistance:	Eject (39%), Zantetsu (10%)
	ASE:	Haste

Drop	Normal	Chocobo Wing x1 (Speed Bracer x1)	EXP	AP	Gil
100% (100%)	Rare	Sprint Shoes x1 (Speed Bracer x1)	750 (980)	1 (2)	400 (1200)

A - Z



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Location	Luca

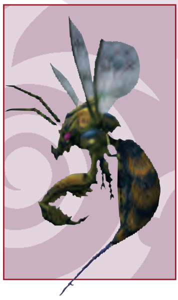
Oversoul	-	Class	-	Chapters	**1**	2	3	4	5	Level	1	HP	82	MP	9999

Strength	8	Defence	0	Magic	10	Magic Def.	0	Fire	-	Lightning	-	Gravity	IMM
Agility	71	Luck	8	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Hi-Potion x1	**Bribe**	Normal	-
Gil	300	Rare	Hi-Potion x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Zantetsu (16%)

Drop	Normal	Phoenix Down x1	EXP	AP	Gil
50%	Rare	Phoenix Down x2	3	1	100



ACULEATE

Location	Bikanel Desert, Via Infinito

Oversoul	✓	Class	Wasp	Chapters	1	2	**3**	4	**5**	Level	22 (26)	HP	776 (1840)	MP	27 (27)

Strength	31 (31)	Defence	3 (3)	Magic	5 (5)	Magic Def.	1 (1)	Fire	-	Lightning	-	Gravity	-
Agility	103 (124)	Luck	12 (15)	Evasion	28 (35)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	100% (100%)	Normal	Echo Screen x2 (Star Pendant x1)	**Bribe**	Normal	Star Pendant x1 (Star Pendant x3)
Gil	260 (530)	Rare	Poison Fang x4 (Star Pendant x1)		Rare	Star Pendant x1 (Star Pendant x3)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, Stop, (Strength +/-)
	Resistance:	Eject (2%)

Drop	Normal	Echo Screen x2 (Poison Fang x4)	EXP	AP	Gil
50% (100%)	Rare	Remedy x1 (Poison Fang x6)	177 (220)	1 (2)	72 (72)

ADAMANTOISE

Location	Calm Lands, Mt. Gagazet, Via Infinito

Oversoul	✓	Class	Adamant	Chapters	1	2	**3**	4	**5**	Level	37 (44)	HP	7850 (8243)	MP	210 (210)

Strength	45 (45)	Defence	133 (133)	Magic	18 (18)	Magic Def.	144 (144)	Fire	-	Lightning	-	Gravity	IMM
Agility	111 (144)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	50% (100%)	Normal	X-Potion x1 (Mystery Veil x1)	**Bribe**	Normal	X-Potion x10 (Defence Bracer x1)
Gil	1300 (3000)	Rare	Muscle Belt x1 (Mystery Veil x1)		Rare	X-Potion x12 (Defence Bracer x2)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Berserk (39%), Eject (90%), Zantetsu (31%)

Drop	Normal	Hi-Potion x4 (Black Belt x1)	EXP	AP	Gil
100% (100%)	Rare	X-Potion x1 (Black Belt x1)	1500 (2800)	1 (2)	650 (1500)

ADAMANTORTOISE

Location	Farplane, Via Infinito

Oversoul	✓	Class	Adamant	Chapters	1	2	3	4	**5**	Level	42 (50)	HP	14580 (25809)	MP	270 (270)

Strength	44 (44)	Defence	245 (245)	Magic	20 (20)	Magic Def.	245 (245)	Fire	-	Lightning	-	Gravity	IMM
Agility	83 (121)	Luck	3 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	50% (100%)	Normal	X-Potion x1 (Oath Veil x1)	**Bribe**	Normal	White Lore x3 (Defence Bracer x6)
Gil	1800 (3600)	Rare	Black Belt x1 (Oath Veil x1)		Rare	Black Lore x3 (Defence Bracer x8)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Zantetsu (39%)

Drop	Normal	X-Potion x1 (Crystal Gloves x1)	EXP	AP	Gil
100% (100%)	Rare	X-Potion x1 (Crystal Gloves x1)	2582 (3348)	1 (2)	1000 (1200)

AESHMA

Location	Farplane, Via Infinito

Oversoul	-	Class	Spellspinner	Chapters	1	2	3	4	**5**	Level	18	HP	8788	MP	9999

Strength	1	Defence	8	Magic	38	Magic Def.	12	Fire	-	Lightning	-	Gravity	IMM
Agility	72	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	x2

Steal	100%	Normal	Candle of Life x2	**Bribe**	Normal	System Shock x1
Gil	1680	Rare	Farplane Shadow x2		Rare	Black Lore x1

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, %-Damage
	Resistance:	Eject (16%), Zantetsu (7%)
	ASE:	Null Physical

Drop	Normal	Dragonfly Orb x1	EXP	AP	Gil
13%	Rare	Dream Shock x1	1600	1	800

AGAMA

Location	Djose Temple, Moonflow, Via Infinito

Oversoul	✓	Class	Reptile	Chapters	**1**	**2**	**3**	**4**	**5**	Level	8 (10)	HP	133 (532)	MP	29 (29)

Strength	38 (39)	Defence	24 (24)	Magic	6 (6)	Magic Def.	3 (3)	Fire	-	Lightning	-	Gravity	-
Agility	63 (69)	Luck	8 (10)	Evasion	8 (10)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	100% (100%)	Normal	Antidote x1 (Remedy x2)	**Bribe**	Normal	Antidote x12 (Antidote x60)
Gil	80 (180)	Rare	Remedy x1 (Remedy x3)		Rare	Antidote x15 (Antidote x70)

Characteristic	Immunity:	Poison, (Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Death (8%), Eject (5%)

Drop	Normal	Antidote x1 (Remedy x2)	EXP	AP	Gil
50% (100%)	Rare	Remedy x1 (Remedy x3)	27 (55)	1 (2)	16 (33)

AHRIMAN

Location	Calm Lands, Mt. Gagazet, Via Infinito

Oversoul	✓	Class	Evil Eye	Chapters	**1**	**2**	3	4	**5**	Level	2 (4)	HP	99 (396)	MP	15 (15)

Strength	7 (8)	Defence	1 (1)	Magic	9 (10)	Magic Def.	1 (1)	Fire	-	Lightning	-	Gravity	-
Agility	55 (61)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Potion x1 (Phoenix Down x1)	**Bribe**	Normal	Remedy x1 (Mega Phoenix x1)
Gil	80 (160)	Rare	Phoenix Down x1 (Mega Phoenix x1)		Rare	Eye Drops x2 (Mega Phoenix x2)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Eject (5%)

Drop	Normal	Eye Drops x1 (Phoenix Down x3)	EXP	AP	Gil
50% (100%)	Rare	Eye Drops x2 (Phoenix Down x4)	2 (8)	1 (2)	20 (38)

AKA MANAH

Location	Mi'ihen Highroad, Thunder Plains, Calm Lands

Oversoul	-	Class	Spellspinner	Chapters	1	2	3	**4**	**5**	Level	40	HP	6322	MP	6550

Strength	32	Defence	3	Magic	22	Magic Def.	10	Fire	-	Lightning	-	Gravity	IMM
Agility	131	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	x2

Steal	100%	Normal	Remedy x2	**Bribe**	Normal	Lag Shock x1
Gil	890	Rare	Candle of Life x2		Rare	Lag Shock x1

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, %-Damage
	Resistance:	Eject (13%), Zantetsu (6%)

Drop	Normal	Pretty Orb x1	EXP	AP	Gil
25%	Rare	Blind Shock x1	1030	1	670

AMORPHOUS GEL

Location	Macalania Woods, Calm Lands, Via Infinito												
Oversoul	✓	Class	Gel	Chapters	**1** **2** **3** 4 **5**	Level	28 (34)	HP	973 (2333)	MP	999 (999)		
Strength	18 (18)	Defence	255 (255)	Magic	58 (58)	Magic Def.	0 (0)	Fire	ABS	Lightning	IMM	Gravity	IMM
Agility	82 (98)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	IMM	Holy	-
Steal	25% (100%)	Normal	White Ring x1 (Water Gem x3)	**Bribe**	Normal	Blue Ring x1 (Cerulean Ring x1)							
Gil	720 (1430)	Rare	White Ring x1 (Water Gem x4)		Rare	Blue Ring x1 (Short Circuit x1)							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage											
	Resistance:	Eject (71%), Zantetsu (8%)											
Drop	Normal	Blue Ring x1 (Cerulean Ring x1)	EXP	AP	Gil								
50% (100%)	Rare	Blue Ring x1 (Cerulean Ring x1)	480 (780)	1 (2)	380 (520)								

* Elemental features are changed during battle.

ANGRA MAINYU

Location	Bikanel Desert												
Oversoul	-	Class	-	Chapters	**1** **2** **3** 4 **5**	Level	47	HP	333444	MP	9999		
Strength	73	Defence	124	Magic	97	Magic Def.	114	Fire	-	Lightning	-	Gravity	IMM
Agility	68	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Megalixir x1	**Bribe**	Normal	-							
Gil	2000	Rare	Megalixir x1		Rare	-							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Defence +/-, Magic Def. +/-, Doom, Delay, %-Damage, Zantetsu											
	Resistance:	-											
Drop	Normal	Ribbon x1	EXP	AP	Gil								
100%	Rare	Ribbon x1	5000	30	5000								

ANGRA MAINYU - TAWRICH

Location	Bikanel Desert												
Oversoul	-	Class	-	Chapters	1 **2** **3** 4 **5**	Level	38	HP	5440	MP	9999		
Strength	85	Defence	99	Magic	42	Magic Def.	0	Fire	-	Lightning	-	Gravity	IMM
Agility	113	Luck	1	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	0%	Normal	-	**Bribe**	Normal	-							
Gil	0	Rare	-		Rare	-							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Slow, Stop, Defence +/-, Magic Def. +/-, Doom, Zantetsu, Delay, %-Damage											
	Resistance:	-											
	ASE:	Null Magic											
Drop	Normal	-	EXP	AP	Gil								
-	Rare	-	0	0	0								

ANGRA MAINYU - ZARICH

Location	Bikanel Desert												
Oversoul	-	Class	-	Chapters	1 2 **3** 4 **5**	Level	36	HP	5440	MP	9999		
Strength	70	Defence	0	Magic	25	Magic Def.	99	Fire	x1/2	Lightning	x1/2	Gravity	IMM
Agility	82	Luck	1	Evasion	0	Accuracy	0	Ice	x1/2	Water	x1/2	Holy	x1/2
Steal	0%	Normal	-	**Bribe**	Normal	-							
Gil	0	Rare	-		Rare	-							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Reflect, Slow, Stop, Defence +/-, Magic Def. +/-, Doom, Zantetsu, Delay, %-Damage											
	Resistance:	-											
	ASE:	Null Physical											
Drop	Normal	-	EXP	AP	Gil								
-	Rare	-	0	0	0								

ANOLE

Location	Thunder Plains, Zanarkand Ruins, Via Infinito												
Oversoul	✓	Class	Reptile	Chapters	1 **2** **3** **4** **5**	Level	24 (31)	HP	734 (2736)	MP	33 (43)		
Strength	23 (26)	Defence	26 (38)	Magic	14 (14)	Magic Def.	4 (4)	Fire	-	Lightning	-	Gravity	-
Agility	71 (83)	Luck	8 (10)	Evasion	25 (31)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-
Steal	100% (100%)	Normal	Hi-Potion x1 (Dispel Tonic x4)	**Bribe**	Normal	Dispel Tonic x20 (Chocobo Wing x12)							
Gil	238 (580)	Rare	Dispel Tonic x1 (Dispel Tonic x6)		Rare	Dispel Tonic x24 (Chocobo Feather x14)							
Characteristic	Immunity:	Poison, (Confusion), (Berserk), Curse, Auto-Life											
	Resistance:	Death (20%), Petrification (20%), Eject (5%)											
Drop	Normal	Hi-Potion x1 (Dispel Tonic x3)	EXP	AP	Gil								
25% (100%)	Rare	Pretty Orb x1 (Dispel Tonic x4)	105 (138)	1 (2)	70 (100)								

AQUILA

Location	Bikanel Desert, Via Infinito												
Oversoul	✓	Class	Bird	Chapters	1 2 **3** 4 **5**	Level	22 (26)	HP	1897 (4843)	MP	42 (42)		
Strength	44 (44)	Defence	4 (4)	Magic	24 (24)	Magic Def.	6 (6)	Fire	-	Lightning	-	Gravity	-
Agility	130 (156)	Luck	16 (20)	Evasion	56 (74)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-
Steal	100% (100%)	Normal	Hi-Potion x1 (Mega-Potion x1)	**Bribe**	Normal	Hi-Potion x20 (X-Potion x12)							
Gil	240 (448)	Rare	Hi-Potion x2 (Mega-Potion x2)		Rare	Hi-Potion x24 (X-Potion x16)							
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life											
	Resistance:	Eject (3%)											
Drop	Normal	Hi-Potion x1 (Hi-Potion x4)	EXP	AP	Gil								
50% (100%)	Rare	Hi-Potion x2 (Hi-Potion x6)	102 (102)	1 (2)	55 (85)								

ARAST

Location	Farplane, Via Infinito

Oversoul	-	Class	Imp	Chapters	1	2	3	4	**5**	Level	29	HP	2742	MP	650

Strength	21	Defence	24	Magic	44	Magic Def.	223	Fire	x2	Lightning	IMM	Gravity	-
Agility	64	Luck	0	Evasion	36	Accuracy	0	Ice	IMM	Water	IMM	Holy	-

Steal	100%	Normal	Dispel Tonic x2	**Bribe**	Normal	Turbo Ether x6 (Turbo Ether x6)
Gil	880	Rare	Dispel Tonic x3		Rare	Turbo Ether x8 (Turbo Ether x8)

Characteristic	Immunity:	Silence, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Magic +/-, Doom
	Resistance:	Death (39%), Petrification (27%), Sleep (24%), Darkness (16%), Poison (24%), Eject (8%), Zantetsu (1%)
	ASE:	Reflect

Drop	Normal	Holy Water x2	EXP	AP	Gil
50%	Rare	Holy Water x3	880	1	330

ARCHAEOTHYRIS

Location	Mushroom Rock, Djose Temple, Guadosalam

Oversoul	✓	Class	Reptile	Chapters	1	2	**3**	**4**	**5**	Level	32 (38)	HP	1332 (3230)	MP	58 (58)

Strength	36 (36)	Defence	33 (44)	Magic	17 (17)	Magic Def.	5 (5)	Fire	-	Lightning	-	Gravity	-
Agility	85 (102)	Luck	8 (10)	Evasion	35 (44)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	100% (100%)	Normal	Eye Drops x2 (Remedy x3)	**Bribe**	Normal	Star Pendant x1 (Haste Bangle x2)
Gil	420 (780)	Rare	Remedy x1 (Remedy x8)		Rare	Star Pendant x2 (Haste Bangle x3)

Characteristic	Immunity:	Poison, (Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Eject (5%)

Drop	Normal	Eye Drops x2 (Remedy x2)	EXP	AP	Gil
50% (100%)	Rare	Remedy x1 (Remedy x3)	188 (334)	1 (2)	110 (198)

ARMET

Location	Thunder Plains, Calm Lands, Via Infinito

Oversoul	✓	Class	Helm	Chapters	1	**2**	**3**	**4**	**5**	Level	23 (31)	HP	788 (2370)	MP	21 (21)

Strength	38 (38)	Defence	126 (130)	Magic	6 (6)	Magic Def.	6 (6)	Fire	-	Lightning	-	Gravity	-
Agility	54 (65)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Lunar Curtain x1 (Lunar Curtain x4)	**Bribe**	Normal	Light Curtain x16 (Shining Bracer x1)
Gil	280 (448)	Rare	Star Curtain x1 (Lunar Curtain x5)		Rare	Light Curtain x20 (Shining Bracer x1)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Eject (6%)

Drop	Normal	Light Curtain x1 (Star Curtain x4)	EXP	AP	Gil
50% (100%)	Rare	Lunar Curtain x1 (Star Curtain x5)	113 (165)	1 (2)	74 (112)

ASSASSIN BEE

Location	Kilika, Djose Temple, Thunder Plains

Oversoul	✓	Class	Wasp	Chapters	1	**2**	**3**	**4**	**5**	Level	19 (23)	HP	233 (832)	MP	1 (1)

Strength	29 (29)	Defence	3 (3)	Magic	2 (2)	Magic Def.	1 (1)	Fire	-	Lightning	-	Gravity	-
Agility	92 (101)	Luck	12 (15)	Evasion	23 (29)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	100% (100%)	Normal	Antidote x1 (White Cape x1)	**Bribe**	Normal	Poison Fang x8 (Twist Headband x1)
Gil	160 (280)	Rare	Poison Fang x2 (White Cape x1)		Rare	Poison Fang x8 (Twist Headband x1)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, (Strength +/-)
	Resistance:	Eject (2%)

Drop	Normal	Antidote x1 (Poison Fang x8)	EXP	AP	Gil
50% (100%)	Rare	Star Pendant x1 (Poison Fang x3)	38 (61)	1 (2)	48 (90)

ASSAULT MACHINA

Location	New Cave, Via Infinito

Oversoul	-	Class	Machina	Chapters	1	2	3	4	**5**	Level	39	HP	4477	MP	0

Strength	28	Defence	20	Magic	0	Magic Def.	0	Fire	-	Lightning	ABS	Gravity	IMM
Agility	103	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	50%	Normal	M-Bomb x1	**Bribe**	Normal	-
Gil	300	Rare	M-Bomb x2		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Doom, %-Damage
	Resistance:	Eject (7%)

Drop	Normal	Silence Grenade x1	EXP	AP	Gil
13%	Rare	Petrify Grenade x1	600	1	180

AZI DAHAKA

Location	Farplane, Via Infinito

Oversoul	✓	Class	Sacred Beast	Chapters	1	2	3	4	**5**	Level	72 (86)	HP	146200 (153510)	MP	869 (869)

Strength	135 (146)	Defence	190 (190)	Magic	196 (196)	Magic Def.	140 (140)	Fire	-	Lightning	-	Gravity	IMM
Agility	148 (158)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	50% (50%)	Normal	X-Potion x1 (Talisman x1)	**Bribe**	Normal	-
Gil	5000 (10000)	Rare	X-Potion x1 (Talisman x1)		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Eject (78%), Zantetsu (39%)

Drop	Normal	Ether x1 (Turbo Ether x3)	EXP	AP	Gil
100% (100%)	Rare	Talisman x1 (Turbo Ether x4)	4850 (5580)	1 (2)	1300 (2000)

BALIVARHA

Location	Moonflow, Thunder Plains, Calm Lands

Oversoul	✓	Class	Ruminant	Chapters	1	2	**3**	**4**	**5**	Level	28 (34)	HP	3688 (8758)	MP	0 (0)

Strength	47 (48)	Defence	61 (72)	Magic	36 (36)	Magic Def.	2 (2)	Fire	ABS	Lightning	-	Gravity	-
Agility	78 (90)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Hi-Potion x2 (Crimson Ring x1)	**Bribe**	Normal	NulBlaze Ring x1 (Crystal Bangle x1)
Gil	520 (1250)	Rare	Fire Gem x2 (Crimson Ring x1)		Rare	Crimson Ring x1 (Crystal Bangle x1)

Characteristic	Immunity:	Poison, (Confusion), Curse, Auto-Life, Doom
	Resistance:	Eject (9%), Zantetsu (2%)

Drop	Normal	Fire Gem x1 (Fiery Gleam x1)	EXP	AP	Gil
25% (100%)	Rare	Fiery Gleam x1 (Fiery Gleam x1)	460 (710)	1 (2)	230 (320)

BANDIT

Location	Moonflow

Oversoul	-	Class	-	Chapters	**1**	**2**	**3**	**4**	5	Level	9	HP	132	MP	22

Strength	28	Defence	10	Magic	6	Magic Def.	2	Fire	-	Lightning	-	Gravity	-
Agility	48	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	Grenade x3
Gil	140	Rare	Budget Grenade x2		Rare	Grenade x4

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Potion x1	EXP	AP	Gil
25%	Rare	Grenade x1	28	1	30

BARBUTA

Location	Besaid Island, Mi'ihen Highroad, Thunder Plains

Oversoul	✓	Class	Helm	Chapters	1	**2**	**3**	**4**	**5**	Level	22 (26)	HP	562 (2144)	MP	13 (13)

Strength	31 (31)	Defence	124 (127)	Magic	5 (5)	Magic Def.	5 (5)	Fire	-	Lightning	x2	Gravity	-
Agility	52 (57)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Lunar Curtain x1 (Light Curtain x6)	**Bribe**	Normal	Lunar Curtain x12 (Star Bracer x1)
Gil	130 (270)	Rare	Star Curtain x2 (Light Curtain x8)		Rare	Lunar Curtain x15 (Star Bracer x1)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Eject (5%)

Drop	Normal	Light Curtain x1 (Lunar Curtain x3)	EXP	AP	Gil
50% (100%)	Rare	Light Curtain x2 (Wall Ring x1)	42 (75)	1 (2)	33 (72)

BARONG

Location	Bevelle, Via Infinito

Oversoul	✓	Class	Blade	Chapters	1	2	**3**	4	**5**	Level	33 (41)	HP	2733 (6833)	MP	0 (0)

Strength	43 (48)	Defence	8 (8)	Magic	0 (0)	Magic Def.	4 (4)	Fire	x2	Lightning	-	Gravity	IMM
Agility	95 (114)	Luck	3 (4)	Evasion	24 (38)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (25%)	Normal	Phoenix Down x1 (Mortal Shock x1)	**Bribe**	Normal	Angel Earrings x1 (Elixir x5)
Gil	430 (830)	Rare	Phoenix Down x2 (Mortal Shock x1)		Rare	Angel Earrings x2 (Elixir x6)

Characteristic	Immunity:	Sleep, Silence, Poison, (Confusion), (Berserk), Curse, Auto-Life, Slow, Defence +/-, Magic Def. +/-, Doom, %-Damage
	Resistance:	Darkness (16%), Eject (9%), Zantetsu (2%)

Drop	Normal	Antidote x1 (Angel Earrings x1)	EXP	AP	Gil
25% (100%)	Rare	Angel Earrings x1 (Angel Earrings x1)	270 (260)	1 (2)	138 (240)

BASCINET

Location	Guadosalam, Mt. Gagazet, Via Infinito

Oversoul	✓	Class	Helm	Chapters	1	2	**3**	4	**5**	Level	33 (41)	HP	1342 (3355)	MP	27 (27)

Strength	44 (44)	Defence	128 (134)	Magic	7 (7)	Magic Def.	8 (8)	Fire	-	Lightning	-	Gravity	-
Agility	67 (80)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Hi-Potion x1 (Star Curtain x2)	**Bribe**	Normal	Wall Ring x1 (Moon Bracer x1)
Gil	260 (483)	Rare	Hi-Potion x2 (Star Curtain x3)		Rare	Wall Ring x1 (Moon Bracer x1)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Eject (6%)

Drop	Normal	Hi-Potion x1 (Star Curtain x4)	EXP	AP	Gil
50% (100%)	Rare	Hi-Potion x2 (Star Curtain x5)	210 (270)	1 (2)	110 (188)

BATTLESNAKE

Location	Guadosalam, Via Infinito

Oversoul	-	Class	Bandoleer	Chapters	1	**2**	3	4	**5**	Level	20	HP	252	MP	0

Strength	32	Defence	2	Magic	0	Magic Def.	0	Fire	-	Lightning	-	Gravity	-
Agility	74	Luck	1	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Phoenix Down x1	**Bribe**	Normal	-
Gil	80	Rare	Phoenix Down x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Curse, Auto-Life, Doom
	Resistance:	-

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Hi-Potion x1	12	1	40

BEHEMOTH

Location	Zanarkand Ruins, Via Infinito														
Oversoul	✓	Class	Behemoth	Chapters	**1**	**2**	3	4	**5**	Level	28 (34)	HP	1420 (1491)	MP	280 (280)
Strength	48 (48)	Defence	4 (4)	Magic	85 (85)	Magic Def.	2 (2)	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	68 (88)	Luck	6 (8)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Phoenix Down x1 (Circlet x1)	**Bribe**	Normal	Hypno Crown x1 (Ochre Ring x1)									
Gil	340 (780)	Rare	Electro Marble x2 (Circlet x2)		Rare	Hypno Crown x1 (Ochre Ring x1)									
Characteristic	Immunity:	Death, Sleep, Silence, Darkness, Poison, Confusion, (Berserk), Curse, Auto-Life, Stop, Doom, Delay, %-Damage													
	Resistance:	Petrification (20%), Eject (13%), Zantetsu (12%)													
Drop	Normal	Circlet x1 (Yellow Ring x1)	EXP	AP	Gil										
13% (100%)	Rare	Yellow Ring x1 (Yellow Ring x1)	102 (180)	1 (2)	80 (152)										

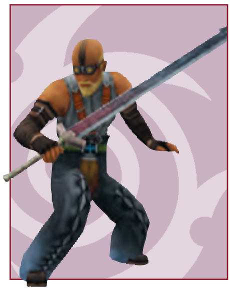
BICOCETTE

Location	Thunder Plains, Mt. Gagazet, Via Infinito														
Oversoul	✓	Class	Helm	Chapters	**1**	**2**	**3**	4	**5**	Level	8 (10)	HP	182 (738)	MP	10 (10)
Strength	22 (23)	Defence	123 (124)	Magic	2 (2)	Magic Def.	3 (3)	Fire	-	Lightning	-	Gravity	-		
Agility	48 (53)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Wall Ring x1)	**Bribe**	Normal	Light Curtain x3 (Light Curtain x12)									
Gil	120 (224)	Rare	Light Curtain x1 (Wall Ring x1)		Rare	Light Curtain x6 (Light Curtain x16)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Eject (5%)													
Drop	Normal	Potion x1 (Light Curtain x2)	EXP	AP	Gil										
50% (100%)	Rare	Light Curtain x1 (Light Curtain x3)	44 (82)	1 (2)	18 (34)										

BIG BULLY CAP

Location	Bikanel Desert, Via Infinito														
Oversoul	✓	Class	Fungus	Chapters	1	2	3	4	**5**	Level	51 (52)	HP	4880 (5124)	MP	128 (128)
Strength	5 (5)	Defence	114 (114)	Magic	38 (46)	Magic Def.	82 (82)	Fire	x2	Lightning	-	Gravity	IMM		
Agility	38 (48)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	ABS	Holy	-		
Steal	50% (6%)	Normal	Black Choker x1 (Black Choker x1)	**Bribe**	Normal	Potpourri x1 (Potpourri x3)									
Gil	180 (380)	Rare	Potpourri x1 (Potpourri x1)		Rare	Potpourri x2 (Potpourri x4)									
Characteristic	Immunity:	Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, Delay, %-Damage													
	Resistance:	Death (8%), Eject (13%), Zantetsu (6%)													
Drop	Normal	Remedy x1 (Remedy x3)	EXP	AP	Gil										
50% (100%)	Rare	Remedy x1 (Remedy x5)	180 (372)	1 (2)	48 (98)										

BLACKGUARD



Location	Moonflow														
Oversoul	-	Class	-	Chapters	1	**2**	**3**	**4**	**5**	Level	16	HP	760	MP	35
Strength	42	Defence	47	Magic	10	Magic Def.	2	Fire	-	Lightning	-	Gravity	-		
Agility	58	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Phoenix Down x1	**Bribe**	Normal	Mega Phoenix x1									
Gil	85	Rare	Phoenix Down x2		Rare	Mega Phoenix x2									
Characteristic	Immunity:	Curse, Auto-Life													
	Resistance:	-													
Drop	Normal	Potion x1	EXP	AP	Gil										
25%	Rare	Grenade x1	30	1	42										

BLUE ELEMENTAL

Location	Guadosalam, Thunder Plains, Calm Lands														
Oversoul	✓	Class	Elemental	Chapters	1	**2**	**3**	**4**	**5**	Level	22 (23)	HP	363 (788)	MP	350 (350)
Strength	3 (3)	Defence	206 (206)	Magic	16 (18)	Magic Def.	118 (118)	Fire	IMM	Lightning	x2	Gravity	-		
Agility	63 (69)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	IMM	Water	ABS	Holy	-		
Steal	100% (100%)	Normal	Dragon Scale x1 (Watery Gleam x1)	**Bribe**	Normal	Water Gem x6 (Gold Hairpin x1)									
Gil	520 (1000)	Rare	Water Gem x1 (Watery Gleam x1)		Rare	Water Gem x8 (Gold Hairpin x1)									
Characteristic	Immunity:	Petrification, Sleep, Confusion, Berserk, Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (2%)													
Drop	Normal	Dragon Scale x1 (Water Gem x4)	EXP	AP	Gil										
50% (100%)	Rare	Water Gem x1 (Water Gem x5)	342 (620)	1 (2)	180 (290)										

BOLT DRAKE

Location	Thunder Plains, Bikanel Desert, Mt. Gagazet														
Oversoul	✓	Class	Drake	Chapters	**1**	**2**	**3**	**4**	**5**	Level	21 (25)	HP	623 (2492)	MP	42 (42)
Strength	42 (46)	Defence	72 (72)	Magic	26 (26)	Magic Def.	2 (2)	Fire	-	Lightning	IMM	Gravity	-		
Agility	58 (64)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-		
Steal	50% (50%)	Normal	Lightning Marble x1 (Lightning Gem x2)	**Bribe**	Normal	Lightning Gleam x1 (NulShock Ring x1)									
Gil	430 (760)	Rare	Yellow Ring x1 (Lightning Gem x3)		Rare	Lightning Gleam x1 (Ochre Ring x1)									
Characteristic	Immunity:	Sleep, (Confusion), (Berserk), Curse, Auto-Life, (Strength +/-)													
	Resistance:	Death (16%), Petrification (12%), Poison (8%), Eject (7%), Zantetsu (2%)													
Drop	Normal	Hi-Potion x1 (NulShock Ring x1)	EXP	AP	Gil										
25% (100%)	Rare	NulShock Ring x1 (NulShock Ring x1)	152 (245)	1 (2)	130 (183)										

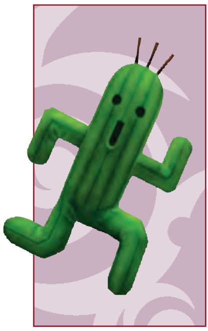
BOMB

Location	Mt. Gagazet, Via Infinito												
Oversoul	✓	Class	Bomb	Chapters	**1** 2 3 4 **5**	Level	2 (3)	HP	140 (545)	MP	265 (265)		
Strength	15 (17)	Defence	29 (29)	Magic	12 (12)	Magic Def.	2 (2)	Fire	ABS	Lightning	-	Gravity	-
Agility	48 (53)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	x2	Holy	-
Steal	100% (100%)	Normal	Potion x1 (Bomb Fragment x2)	**Bribe**	Normal	Fire Gem x3 (Red Ring x1)							
Gil	110 (230)	Rare	Bomb Fragment x1 (Bomb Core x1)		Rare	Fire Gem x4 (Red Ring x2)							
Characteristic	Immunity:	Sleep, Confusion, Berserk, Curse, Auto-Life											
	Resistance:	Eject (5%), Zantetsu (1%)											
Drop	Normal	Potion x1 (Bomb Fragment x3)	EXP	AP	Gil								
50% (100%)	Rare	Phoenix Down x1 (Bomb Fragment x4)	2 (8)	1 (2)	30 (55)								

BULLY CAP

Location	Mi'ihen Highroad, Mushroom Rock, Bikanel Desert												
Oversoul	✓	Class	Fungus	Chapters	**1** **2** 3 4 **5**	Level	8 (10)	HP	94 (376)	MP	83 (83)		
Strength	1 (1)	Defence	2 (2)	Magic	16 (16)	Magic Def.	40 (40)	Fire	x2	Lightning	-	Gravity	-
Agility	42 (46)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-
Steal	100% (100%)	Normal	Eye Drops x1 (Eye Drops x2)	**Bribe**	Normal	Eye Drops x10 (Remedy x2)							
Gil	80 (160)	Rare	Remedy x1 (Remedy x3)		Rare	Remedy x1 (Remedy x2)							
Characteristic	Immunity:	Silence, Darkness, (Confusion), Berserk, Curse, Auto-Life											
	Resistance:	Death (4%), Petrification (4%), Eject (2%)											
Drop	Normal	Eye Drops x1 (Eye Drops x3)	EXP	AP	Gil								
50% (100%)	Rare	Eye Drops x2 (Eye Drops x4)	26 (58)	1 (2)	14 (32)								

CACTUAR



Location	Bikanel Desert, Via Infinito												
Oversoul	✓	Class	Cactuar	Chapters	1 2 3 4 **5**	Level	28 (34)	HP	2002 (7777)	MP	120 (777)		
Strength	52 (52)	Defence	122 (122)	Magic	96 (96)	Magic Def.	255 (255)	Fire	-	Lightning	-	Gravity	IMM
Agility	101 (165)	Luck	12 (15)	Evasion	86 (108)	Accuracy	0 (0)	Ice	-	Water	x2	Holy	-
Steal	0% (0%)	Normal	-	**Bribe**	Normal	-							
Gil	- (-)	Rare	-		Rare	-							
Characteristic	Immunity:	Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Zantetsu, %-Damage											
	Resistance:	Death (39%), Eject (39%)											
	ASE:	Null Magic											
Drop	Normal	-	EXP	AP	Gil								
-	Rare	-	0 (0)	2 (3)	0 (0)								

CANIS MAJOR

Location	Bikanel Desert, Via Infinito												
Oversoul	✓	Class	Lupine	Chapters	1 2 **3** 4 **5**	Level	24 (29)	HP	943 (2458)	MP	8 (8)		
Strength	36 (37)	Defence	3 (5)	Magic	9 (9)	Magic Def.	2 (2)	Fire	-	Lightning	-	Gravity	-
Agility	103 (124)	Luck	3 (4)	Evasion	21 (26)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-
Steal	100% (100%)	Normal	Hi-Potion x1 (Hi-Potion x4)	**Bribe**	Normal	Hi-Potion x8 (Haste Bangle x1)							
Gil	228 (380)	Rare	Hi-Potion x2 (Hi-Potion x5)		Rare	Hi-Potion x10 (Haste Bangle x1)							
Characteristic	Immunity:	Darkness, (Confusion), (Berserk), Curse, Auto-Life,											
	Resistance:	Eject (4%)											
Drop	Normal	Hi-Potion x1 (Hi-Potion x4)	EXP	AP	Gil								
50% (100%)	Rare	Hi-Potion x2 (Hi-Potion x6)	158 (270)	1 (2)	67 (93)								

CEPHALOTUS

Location	Besaid Island, Mi'ihen Highroad, Via Infinito												
Oversoul	✓	Class	Plant	Chapters	1 2 **3** 4 **5**	Level	23 (25)	HP	1830 (6075)	MP	0 (0)		
Strength	44 (57)	Defence	82 (97)	Magic	0 (0)	Magic Def.	4 (4)	Fire	x2	Lightning	-	Gravity	IMM
Agility	71 (76)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-
Steal	100% (100%)	Normal	Echo Screen x2 (Remedy x6)	**Bribe**	Normal	White Cape x2 (Remedy x80)							
Gil	220 (450)	Rare	Remedy x1 (Remedy x8)		Rare	White Cape x3 (Remedy x99)							
Characteristic	Immunity:	Death, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, %-Damage											
	Resistance:	Petrification (20%), Eject (9%)											
Drop	Normal	Echo Screen x2 (Remedy x3)	EXP	AP	Gil								
50% (50%)	Rare	Remedy x1 (Remedy x4)	213 (347)	1 (2)	62 (111)								

CHOCOBO

Location	Besaid Island, Kilika, Djose Temple												
Oversoul	-	Class	-	Chapters	**1** **2** 3 4 5	Level	5	HP	366	MP	0		
Strength	32	Defence	9	Magic	24	Magic Def.	9	Fire	-	Lightning	-	Gravity	IMM
Agility	53	Luck	12	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	0%	Normal	-	**Bribe**	Normal	Chocobo Feather x1							
Gil	0	Rare	-		Rare	Chocobo Wing x1							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage											
	Resistance:	Eject (39%), Zantetsu (12%)											
Drop	Normal	-	EXP	AP	Gil								
-	Rare	-	0	0	0								

CHOCOBO

Location	Besaid Island, Kilika, Djose Temple														
Oversoul	-	Class	-	Chapters	1	2	**3**	**4**	**5**	Level	34	HP	3890	MP	0

Strength	38	Defence	11	Magic	52	Magic Def.	11	Fire	-	Lightning	-	Gravity	IMM
Agility	72	Luck	28	Evasion	33	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	0%	Normal	-	**Bribe**	Normal	Chocobo Feather x12
Gil	0	Rare	-		Rare	Chocobo Wing x4

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Confusion (47%), Eject (39%), Zantetsu (12%)

Drop	Normal	-	EXP	AP	Gil
-	Rare	-	0	0	0

CLARET DRAGON

Location	Farplane, Via Infinito														
Oversoul	✓	Class	Dragon	Chapters	1	2	3	4	**5**	Level	45 (52)	HP	17320 (18186)	MP	378 (378)

Strength	140 (158)	Defence	103 (133)	Magic	60 (71)	Magic Def.	94 (94)	Fire	ABS	Lightning	ABS	Gravity	ABS
Agility	107 (139)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	ABS	Water	ABS	Holy	ABS

Steal	50% (50%)	Normal	Hi-Potion x1 (Ether x2)	**Bribe**	Normal	Sublimator x2 (Black Tome x1)
Gil	1830 (1020)	Rare	Ether x1 (Ether x3)		Rare	Sublimator x3 (Black Tome x2)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, (Berserk), Curse, Auto-Life, Haste, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Eject (20%), Zantetsu (6%)

Drop	Normal	Hi-Potion x2 (Sublimator x1)	EXP	AP	Gil
100% (100%)	Rare	Hi-Potion x3 (Sublimator x1)	1280 (2213)	1 (2)	780 (1300)

COEURL

Location	Besaid Island, Calm Lands, Mi'ihen Highroad														
Oversoul	✓	Class	Coeurl	Chapters	**1**	**2**	3	4	**5**	Level	12 (15)	HP	320 (1380)	MP	310 (310)

Strength	19 (19)	Defence	10 (10)	Magic	32 (32)	Magic Def.	45 (45)	Fire	-	Lightning	-	Gravity	IMM
Agility	72 (79)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Phoenix Down x1 (Phoenix Down x3)	**Bribe**	Normal	Farplane Shadow x8 (Angel Earrings x1)
Gil	240 (520)	Rare	Phoenix Down x2 (Phoenix Down x4)		Rare	Farplane Shadow x10 (Angel Earrings x2)

Characteristic	Immunity:	Petrification, Sleep, Berserk, Curse, Auto-Life, (Magic +/-), Magic Def. +/-, %-Damage
	Resistance:	Death (20%), Silence (12%), Darkness (39%), Poison (12%), Confusion (4%), Eject (7%), Zantetsu (5%)

Drop	Normal	Potion x2 (Hi-Potion x3)	EXP	AP	Gil
71% (100%)	Rare	Potion x4 (Hi-Potion x4)	24 (60)	1 (2)	30 (80)

COYOTE

Location	Besaid Island, Mushroom Rock, Via Infinito														
Oversoul	✓	Class	Lupine	Chapters	**1**	**2**	3	4	**5**	Level	2 (4)	HP	74 (296)	MP	0 (0)

Strength	7 (12)	Defence	1 (1)	Magic	1 (1)	Magic Def.	1 (1)	Fire	-	Lightning	-	Gravity	-
Agility	59 (67)	Luck	3 (4)	Evasion	1 (2)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Potion x1 (Potion x2)	**Bribe**	Normal	Phoenix Down x6 (Mega Phoenix x1)
Gil	56 (110)	Rare	Phoenix Down x1 (Hi-Potion x2)		Rare	Phoenix Down x7 (Mega Phoenix x1)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Eject (4%)

Drop	Normal	Potion x1 (Hi-Potion x2)	EXP	AP	Gil
50% (100%)	Rare	Potion x2 (Hi-Potion x3)	3 (10)	1 (2)	10 (30)

CREEPER

Location	Fiend Colony, Via Infinito														
Oversoul	✓	Class	Vermin	Chapters	1	2	3	4	**5**	Level	48 (51)	HP	1974 (7896)	MP	870 (870)

Strength	18 (18)	Defence	98 (98)	Magic	25 (25)	Magic Def.	95 (95)	Fire	-	Lightning	-	Gravity	IMM
Agility	112 (123)	Luck	1 (1)	Evasion	28 (38)	Accuracy	0 (0)	Ice	-	Water	ABS	Holy	-

Steal	100% (100%)	Normal	Hi-Potion x1 (Hi-Potion x2)	**Bribe**	Normal	S-Bomb x16 (S-Bomb x40)
Gil	300 (600)	Rare	Phoenix Down x1 (Phoenix Down x2)		Rare	S-Bomb x20 (S-Bomb x99)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, %-Damage
	Resistance:	Eject (2%), Zantetsu (1%)

Drop	Normal	S-Bomb x1 (S-Bomb x3)	EXP	AP	Gil
100% (100%)	Rare	S-Bomb x2 (S-Bomb x5)	220 (280)	1 (2)	80 (100)

CRIMSON SHADOW

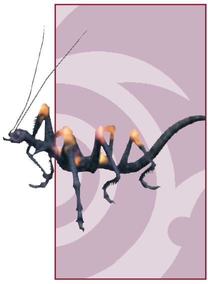
Location	Mushroom Rock														
Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	36	HP	2020	MP	114

Strength	44	Defence	62	Magic	42	Magic Def.	10	Fire	-	Lightning	-	Gravity	-
Agility	52	Luck	2	Evasion	13	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	50%	Normal	Phoenix Down x1	**Bribe**	Normal	-
Gil	200	Rare	Phoenix Down x2		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom
	Resistance:	-

Drop	Normal	Hi-Potion x1	EXP	AP	Gil
50%	Rare	Hi-Potion x2	340	1	30



CRITICAL BUG

Location	Via Infinito

Oversoul	✓	Class	Vermin	Chapters	1	2	3	4	**5**	Level	78 (94)	HP	57234 (60096)	MP	908 (908)

Strength	222 (222)	Defence	102 (102)	Magic	255 (255)	Magic Def.	102 (102)	Fire	-	Lightning	-	Gravity	IMM
Agility	244 (255)	Luck	33 (41)	Evasion	10 (13)	Accuracy	0 (0)	Ice	*	Water	*	Holy	-

Steal	25% (13%)	Normal	Ether x1 (Elixir x1)	**Bribe**	Normal	Tetra Bracelet x1 (Black Tome x2)
Gil	2600 (4300)	Rare	Ether x2 (Elixir x2)		Rare	Black Tome x2 (Black Tome x3)

Characteristic	Immunity:	Sleep, (Confusion), (Berserk), Curse, Eject, Auto-Life, Slow, Stop, Delay, %-Damage
	Resistance:	Zantetsu (33%)

Drop	Normal	Stamina Spring x2 (Electrocutioner x1)	EXP	AP	Gil
100% (100%)	Rare	Cerulean Ring x1 (Sublimator x1)	1400 (2800)	1 (2)	1000 (2700)

* IMM (ABS)

DAEVA

Location	Kilika, Calm Lands, Via Infinito

Oversoul	-	Class	Spellspinner	Chapters	1	2	**3**	4	**5**	Level	33	HP	3230	MP	4480

Strength	27	Defence	4	Magic	21	Magic Def.	8	Fire	-	Lightning	-	Gravity	IMM
Agility	102	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	x2

Steal	100%	Normal	Farplane Shadow x1	**Bribe**	Normal	Safety Bit x1
Gil	550	Rare	Farplane Shadow x2		Rare	Safety Bit x1

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Eject (13%), Zantetsu (5%)

Drop	Normal	Phoenix Down x1	EXP	AP	Gil
50%	Rare	Phoenix Down x2	60	1	90

DARK ELEMENTAL

Location	Farplane, Via Infinito

Oversoul	✓	Class	Elemental	Chapters	1	2	3	4	**5**	Level	28 (34)	HP	433 (983)	MP	1028 (1028)

Strength	8 (8)	Defence	225 (225)	Magic	18 (20)	Magic Def.	123 (133)	Fire	IMM	Lightning	IMM	Gravity	-
Agility	64 (94)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	IMM	Water	IMM	Holy	-

Steal	50% (50%)	Normal	Ice Gem x2 (Ice Gem x3)	**Bribe**	Normal	Turbo Ether x1 (Crystal Ball x2)
Gil	880 (1600)	Rare	Lightning Gem x3 (Lightning Gem x4)		Rare	Turbo Ether x2 (Crystal Ball x3)

Characteristic	Immunity:	Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, (Magic +/-)
	Resistance:	Death (31%), Eject (2%)

Drop	Normal	Water Gem x2 (Mystery Veil x2)	EXP	AP	Gil
100% (100%)	Rare	Fire Gem x3 (Mystery Veil x1)	670 (852)	1 (2)	410 (800)

DEATH DAUBER

Location	Kilika, Djose Temple, Bikanel Desert

Oversoul	✓	Class	Wasp	Chapters	**1**	**2**	3	4	**5**	Level	5 (6)	HP	78 (312)	MP	1 (1)

Strength	18 (18)	Defence	2 (2)	Magic	1 (1)	Magic Def.	1 (1)	Fire	x2	Lightning	-	Gravity	-
Agility	133 (146)	Luck	12 (15)	Evasion	21 (26)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	100% (100%)	Normal	Potion x1 (Phoenix Down x2)	**Bribe**	Normal	Remedy x2 (Remedy x2)
Gil	70 (130)	Rare	Phoenix Down x1 (Phoenix Down x3)		Rare	Silver Glasses x1 (Remedy x2)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, (Strength +/-)
	Resistance:	Eject (2%)

Drop	Normal	Potion x1 (Phoenix Down x2)	EXP	AP	Gil
50% (100%)	Rare	Potion x2 (Phoenix Down x3)	18 (32)	1 (2)	12 (18)

DEEP HAIZHE

Location	Macalania Woods, Via Infinito

Oversoul	✓	Class	Haizhe	Chapters	**1**	**2**	**3**	4	**5**	Level	20 (24)	HP	1030 (4119)	MP	122 (122)

Strength	18 (18)	Defence	72 (72)	Magic	26 (26)	Magic Def.	22 (22)	Fire	-	Lightning	x2	Gravity	x2
Agility	56 (62)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	50% (100%)	Normal	Gold Anklet x1 (Gold Hourglass x1)	**Bribe**	Normal	Dragonfly Orb x1 (Kinesis Badge x1)
Gil	152 (300)	Rare	Dragonfly Orb x1 (Gold Hourglass x2)		Rare	Dragonfly Orb x1 (Kinesis Badge x2)

Characteristic	Immunity:	Petrification, Sleep, Silence, Confusion, (Berserk), Curse, Auto-Life, Magic +/-, Magic Def. +/-
	Resistance:	Poison (4%), Eject (9%), Zantetsu (1%)

Drop	Normal	Hi-Potion x1 (Dragonfly Orb x1)	EXP	AP	Gil
50% (100%)	Rare	Hi-Potion x1 (Dragonfly Orb x1)	133 (188)	1 (2)	40 (83)

DETONATOR

Location	Bevelle, Via Infinito

Oversoul	✓	Class	Bomb	Chapters	1	2	**3**	4	**5**	Level	24 (29)	HP	1860 (7220)	MP	423 (423)

Strength	31 (31)	Defence	52 (52)	Magic	21 (21)	Magic Def.	3 (3)	Fire	ABS	Lightning	-	Gravity	IMM
Agility	58 (64)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	100% (100%)	Normal	Bomb Core x1 (Fire Gem x2)	**Bribe**	Normal	Candle of Life x80 (Soul of Thamasa x1)
Gil	330 (650)	Rare	Candle of Life x1 (Fire Gem x2)		Rare	Candle of Life x99 (Soul of Thamasa x1)

Characteristic	Immunity:	Sleep, Silence, Confusion, Berserk, Curse, Auto-Life, Delay, %-Damage
	Resistance:	Death (20%), Petrification (27%), Eject (5%), Zantetsu (1%)

Drop	Normal	Bomb Core x1 (Candle of Life x4)	EXP	AP	Gil
50% (100%)	Rare	Fire Gem x1 (Candle of Life x6)	132 (220)	1 (2)	98 (190)

DINICTUS

Location	Macalania Woods, Ruin Depths, Via Infinito														
Oversoul	✓	Class	Dinofish	Chapters	1	2	**3**	4	**5**	Level	24 (32)	HP	1873 (7792)	MP	0 (0)
Strength	78 (84)	Defence	114 (114)	Magic	22 (22)	Magic Def.	0 (0)	Fire	-	Lightning	x2	Gravity	x2		
Agility	68 (78)	Luck	5 (6)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	IMM	Holy	-		
Steal	50% (50%)	Normal	Water Gem x1 (Short Circuit x1)	**Bribe**	Normal	Blue Ring x1 (Short Circuit x1)									
Gil	280 (590)	Rare	Water Gem x2 (Short Circuit x1)		Rare	Cerulean Ring x1 (Short Circuit x2)									
Characteristic	Immunity:	Petrification, Sleep, (Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Darkness (31%), Poison (4%), Eject (5%), Zantetsu (1%)													
Drop	Normal	Water Gem x1 (Water Gem x3)	EXP	AP	Gil										
50% (100%)	Rare	Water Gem x2 (Water Gem x4)	187 (370)	1 (2)	88 (140)										

DIVEBEAK

Location	Mi'ihen Highroad, Calm Lands, Mt. Gagazet														
Oversoul	✓	Class	Bird	Chapters	**1**	**2**	3	4	**5**	Level	1 (5)	HP	10 (72)	MP	2 (2)
Strength	4 (7)	Defence	1 (1)	Magic	1 (1)	Magic Def.	2 (2)	Fire	-	Lightning	-	Gravity	-		
Agility	82 (110)	Luck	16 (20)	Evasion	33 (41)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Ether x1)	**Bribe**	Normal	Antidote x1 (Ether x1)									
Gil	60 (180)	Rare	Ether x1 (Ether x2)		Rare	Ether x1 (Ether x1)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Eject (3%)													
Drop	Normal	Antidote x1 (Ether x2)	EXP	AP	Gil										
38% (100%)	Rare	Antidote x2 (Ether x3)	2 (8)	1 (2)	12 (28)										

DOLMEN

Location	Besaid Island, Kilika, Mushroom Rock														
Oversoul	-	Class	Doomstone	Chapters	1	2	3	4	**5**	Level	32	HP	5320	MP	9999
Strength	37	Defence	68	Magic	40	Magic Def.	1	Fire	x1/2	Lightning	x1/2	Gravity	IMM		
Agility	79	Luck	3	Evasion	0	Accuracy	0	Ice	x1/2	Water	x2	Holy	x2		
Steal	100%	Normal	Remedy x2	**Bribe**	Normal	Gris-Gris Bag x2									
Gil	680	Rare	Remedy x3		Rare	Black Lore x1									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Curse, Auto-Life, Slow, Stop, Doom, %-Damage													
	Resistance:	Eject (13%), Zantetsu (5%)													
Drop	Normal	Hi-Potion x2	EXP	AP	Gil										
50%	Rare	Gris-Gris Bag x1	1130	1	320										

DR. GOON

Location	Djose Temple, Guadosalam, Mt. Gagazet														
Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	14	HP	232	MP	41
Strength	35	Defence	6	Magic	10	Magic Def.	6	Fire	-	Lightning	-	Gravity	-		
Agility	56	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	S-Bomb x4									
Gil	160	Rare	Grenade x1		Rare	M-Bomb x4									
Characteristic	Immunity:	Curse, Auto-Life													
	Resistance:	-													
Drop	Normal	Potion x1	EXP	AP	Gil										
50%	Rare	Grenade x1	10	1	50										

DROWSY OCHU

Location	Mushroom Rock, Via Infinito														
Oversoul	✓	Class	Ochu	Chapters	1	**2**	3	4	**5**	Level	18 (26)	HP	2484 (2608)	MP	103 (103)
Strength	36 (42)	Defence	17 (17)	Magic	38 (38)	Magic Def.	13 (13)	Fire	x2	Lightning	-	Gravity	IMM		
Agility	42 (55)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-		
Steal	50% (25%)	Normal	Remedy x1 (Beaded Brooch x1)	**Bribe**	Normal	-									
Gil	700 (1120)	Rare	Remedy x2 (Beaded Brooch x1)		Rare	-									
Characteristic	Immunity:	Death, Petrification, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage													
	Resistance:	Eject (13%), Zantetsu (2%)													
Drop	Normal	Remedy x2 (Remedy x4)	EXP	AP	Gil										
100% (100%)	Rare	Remedy x3 (Remedy x6)	280 (480)	1 (2)	180 (310)										

EARTH WORM

Location	Farplane, Via Infinito														
Oversoul	✓	Class	Worm	Chapters	1	2	3	4	**5**	Level	36 (44)	HP	36233 (52545)	MP	95 (95)
Strength	122 (142)	Defence	0 (0)	Magic	37 (40)	Magic Def.	0 (0)	Fire	-	Lightning	-	Gravity	IMM		
Agility	72 (101)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x2	Holy	-		
Steal	50% (50%)	Normal	Mega-Potion x1 (Mega-Potion x1)	**Bribe**	Normal	Megalixir x5 (Crystal Bangle x8)									
Gil	1200 (2600)	Rare	Mega-Potion x1 (Mega-Potion x1)		Rare	Megalixir x20 (Crystal Bangle x10)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Confusion, (Berserk), Curse, Auto-Life, Haste, Slow, Stop, Doom, Delay, %-Damage													
	Resistance:	Poison (20%), Eject (78%), Zantetsu (15%)													
Drop	Normal	Mega-Potion x1 (Mythril Bangle x1)	EXP	AP	Gil										
100% (100%)	Rare	Mega-Potion x1 (Mythril Bangle x1)	2230 (3135)	1 (2)	6000 (6000)										

ELDER DRAKE

Location	Via Infinito

Oversoul	✓	Class	Drake	Chapters	1	2	3	4	**5**	Level	62 (74)	HP	38500 (42350)	MP	135 (135)

Strength	176 (90)	Defence	133 (133)	Magic	48 (48)	Magic Def.	244 (244)	Fire	x2	Lightning	x2	Gravity	ABS
Agility	118 (142)	Luck	10 (13)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	x2	Holy	-

Steal	25% (13%)	Normal	Turbo Ether x1 (Turbo Ether x1)	**Bribe**	Normal	Mega-Potion x99 (Arcane Tome x10)
Gil	1400 (2400)	Rare	Turbo Ether x2 (Turbo Ether x2)		Rare	Arcane Tome x4 (Arcane Tome x12)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, (Strength +/-), Doom, Delay, %-Damage
	Resistance:	Eject (47%), Zantetsu (11%)
	ASE:	Protect

Drop	Normal	Mega-Potion x1 (Mega-Potion x2)	EXP	AP	Gil
100% (100%)	Rare	Mega-Potion x2 (Mega-Potion x4)	1300 (1800)	1 (2)	550 (1600)

ELDER ZURVAN

Location	Bikanel Desert, Via Infinito

Oversoul	-	Class	Imp	Chapters	1	2	3	4	**5**	Level	35	HP	7520	MP	210

Strength	25	Defence	16	Magic	17	Magic Def.	173	Fire	-	Lightning	IMM	Gravity	IMM
Agility	63	Luck	1	Evasion	4	Accuracy	0	Ice	IMM	Water	IMM	Holy	-

Steal	50%	Normal	Remedy x1	**Bribe**	Normal	Remedy x99 (Remedy x99)
Gil	440	Rare	Remedy x1		Rare	Remedy x99 (Remedy x99)

Characteristic	Immunity:	Silence, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Magic +/-, Doom, Delay, %-Damage
	Resistance:	Death (39%), Petrification (27%), Sleep (24%), Poison (24%), Eject (25%), Zantetsu (9%)
	ASE:	Reflect

Drop	Normal	Holy Water x2	EXP	AP	Gil
50%	Rare	Remedy x1	440	1	180

ELMA

Location	Mushroom Rock

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	36	HP	4882	MP	870

Strength	58	Defence	56	Magic	41	Magic Def.	80	Fire	-	Lightning	-	Gravity	IMM
Agility	94	Luck	8	Evasion	44	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Healing Spring x2	**Bribe**	Normal	-
Gil	6000	Rare	Healing Spring x3		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Zantetsu (5%)

Drop	Normal	Chocobo Feather x2	EXP	AP	Gil
100%	Rare	Chocobo Feather x3	1800	2	500

EPITAPH

Location	Fiend Colony, Via Infinito

Oversoul	-	Class	Doomstone	Chapters	1	2	3	4	**5**	Level	43	HP	17433	MP	9999

Strength	56	Defence	180	Magic	122	Magic Def.	18	Fire	IMM	Lightning	IMM	Gravity	IMM
Agility	134	Luck	2	Evasion	0	Accuracy	0	Ice	IMM	Water	x2	Holy	x2

Steal	100%	Normal	Remedy x1	**Bribe**	Normal	Faerie Earrings x4
Gil	500	Rare	Remedy x2		Rare	Faerie Earrings x5

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, %-Damage
	Resistance:	Eject (19%), Zantetsu (17%)

Drop	Normal	Remedy x2	EXP	AP	Gil
100%	Rare	Remedy x3	1200	1	330

FEM-GOON

Location	Djose Temple, Guadosalam, Bikanel Desert

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	16	HP	167	MP	172

Strength	26	Defence	5	Magic	8	Magic Def.	10	Fire	-	Lightning	-	Gravity	-
Agility	62	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Potion x1	**Bribe**	Normal	S-Bomb x4
Gil	200	Rare	Potion x2		Rare	M-Bomb x4

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Hi-Potion x1	10	1	70

FLAILING OCHU

Location	Zanarkand Ruins, Via Infinito

Oversoul	✓	Class	Ochu	Chapters	1	2	**3**	4	**5**	Level	36 (43)	HP	9860 (24650)	MP	85 (85)

Strength	57 (63)	Defence	58 (58)	Magic	58 (58)	Magic Def.	57 (57)	Fire	x2	Lightning	-	Gravity	IMM
Agility	83 (100)	Luck	9 (11)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-

Steal	50% (100%)	Normal	Remedy x1 (Mute Shock x1)	**Bribe**	Normal	Beaded Brooch x1 (Faerie Earrings x1)
Gil	630 (1212)	Rare	White Cape x1 (Mute Shock x1)		Rare	Beaded Brooch x1 (Ribbon x1)

Characteristic	Immunity:	Death, Petrification, Sleep, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Silence (31%), Darkness (39%), Poison (100%), Eject (12%), Zantetsu (2%)

Drop	Normal	Remedy x1 (White Cape x1)	EXP	AP	Gil
50% (100%)	Rare	Ether x1 (White Cape x1)	977 (1600)	1 (2)	430 (430)

FLAK PYTHON

Location	Zanarkand Ruins, Via Infinito														
Oversoul	-	Class	Bandoleer	Chapters	**1**	2	3	4	**5**	Level	7	HP	152	MP	0
Strength	18	Defence	0	Magic	0	Magic Def.	0	Fire	-	Lightning	-	Gravity	-		
Agility	42	Luck	1	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Budget Grenade x1	Bribe	Normal	-									
Gil	80	Rare	Budget Grenade x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Curse, Auto-Life, Doom													
	Resistance:	-													
Drop	Normal	Potion x1	EXP	AP	Gil										
50%	Rare	Phoenix Down x1	8	1	10										

FLAN AMARILLO

Location	Bevelle, Mt. Gagazet, Via Infinito														
Oversoul	✓	Class	Flan	Chapters	1	**2**	3	4	**5**	Level	18 (18)	HP	303 (1172)	MP	322 (322)
Strength	14 (14)	Defence	110 (110)	Magic	14 (17)	Magic Def.	5 (5)	Fire	x1/2	Lightning	ABS	Gravity	-		
Agility	56 (62)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x1/2	Water	x2	Holy	-		
Steal	100% (100%)	Normal	Electro Marble x2 (Lightning Gem x2)	Bribe	Normal	Lightning Gem x3 (NulShock Ring x1)									
Gil	130 (223)	Rare	Lightning Marble x1 (Lightning Gem x3)		Rare	Lightning Gem x4 (NulShock Ring x1)									
Characteristic	Immunity:	(Confusion), Berserk, Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (5%), Stop (8%), Zantetsu (1%)													
Drop	Normal	Electro Marble x2 (Lightning Gem x2)	EXP	AP	Gil										
50% (100%)	Rare	Lightning Marble x1 (Lightning Gem x3)	82 (152)	1 (2)	42 (72)										

FLAN AZABACHE

Location	Ruin Depths, Via Infinito														
Oversoul	✓	Class	Flan	Chapters	1	2	3	4	**5**	Level	47 (56)	HP	7730 (9667)	MP	999 (999)
Strength	203 (203)	Defence	222 (222)	Magic	34 (34)	Magic Def.	222 (222)	Fire	IMM	Lightning	IMM	Gravity	ABS		
Agility	82 (107)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	IMM	Water	IMM	Holy	IMM		
Steal	50% (50%)	Normal	Ether x1 (Ether x1)	Bribe	Normal	Ether x99 (Turbo Ether x60)									
Gil	630 (1300)	Rare	Ether x1 (Ether x1)		Rare	Turbo Ether x40 (Turbo Ether x60)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, (Magic +/-), Doom, %-Damage													
	Resistance:	Poison (39%), Eject (17%), Zantetsu (4%)													
Drop	Normal	Ether x1 (Ether x3)	EXP	AP	Gil										
100% (100%)	Rare	Ether x2 (Ether x4)	380 (650)	1 (2)	98 (230)										

FLAN AZUL

Location	Besaid Island, Moonflow, Macalania Woods														
Oversoul	✓	Class	Flan	Chapters	**1**	**2**	3	4	**5**	Level	4 (7)	HP	55 (220)	MP	87 (87)
Strength	4 (4)	Defence	98 (98)	Magic	10 (14)	Magic Def.	2 (2)	Fire	x1/2	Lightning	x2	Gravity	-		
Agility	53 (58)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x1/2	Water	ABS	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Fish Scale x2)	Bribe	Normal	Fish Scale x2 (Water Gem x2)									
Gil	104 (200)	Rare	Fish Scale x1 (Dragon Scale x2)		Rare	Fish Scale x3 (Water Gem x2)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (5%), Zantetsu (1%)													
Drop	Normal	Potion x1 (Fish Scale x2)	EXP	AP	Gil										
50% (100%)	Rare	Fish Scale x1 (Fish Scale x3)	5 (24)	1 (2)	20 (63)										

FLAN BLANCO

Location	Moonflow, Macalania Woods, Calm Lands														
Oversoul	✓	Class	Flan	Chapters	1	**2**	**3**	**4**	**5**	Level	24 (29)	HP	625 (2113)	MP	542 (542)
Strength	9 (9)	Defence	103 (103)	Magic	11 (11)	Magic Def.	6 (6)	Fire	x2	Lightning	x1/2	Gravity	-		
Agility	43 (52)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	ABS	Water	x1/2	Holy	-		
Steal	100% (100%)	Normal	Arctic Wind x1 (Hypno Crown x1)	Bribe	Normal	Hypno Crown x1 (Rune Bracer x1)									
Gil	310 (550)	Rare	Hypno Crown x1 (Hypno Crown x1)		Rare	Hypno Crown x1 (Rune Bracer x1)									
Characteristic	Immunity:	(Confusion), Berserk, Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (5%), Stop (16%), Zantetsu (1%)													
Drop	Normal	Arctic Wind x1 (Ice Gem x2)	EXP	AP	Gil										
50% (100%)	Rare	Arctic Wind x2 (Ice Gem x3)	98 (130)	1 (2)	72 (107)										

FLAN PALIDO

Location	Mi'ihen Highroad, Mt. Gagazet, Via Infinito														
Oversoul	✓	Class	Flan	Chapters	**1**	**2**	3	4	**5**	Level	12 (15)	HP	188 (851)	MP	222 (222)
Strength	3 (3)	Defence	102 (102)	Magic	21 (23)	Magic Def.	4 (4)	Fire	x2	Lightning	x1/2	Gravity	-		
Agility	54 (59)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	ABS	Water	x1/2	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Hi-Potion x2)	Bribe	Normal	Antarctic Wind x8 (Ice Gem x6)									
Gil	160 (260)	Rare	Antarctic Wind x1 (Arctic Wind x3)		Rare	Antarctic Wind x8 (Ice Gem x8)									
Characteristic	Immunity:	(Confusion), Berserk, Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (5%), Zantetsu (1%)													
Drop	Normal	Potion x1 (Hi-Potion x3)	EXP	AP	Gil										
50% (100%)	Rare	Antarctic Wind x1 (Antarctic Wind x4)	24 (73)	1 (2)	30 (82)										

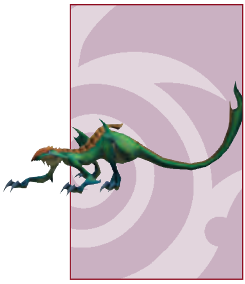
FLAN ROJO

Location	Mi'ihen Highroad, Thunder Plains, Calm Lands														
Oversoul	✓	Class	Flan	Chapters	1	2	**3**	**4**	**5**	Level	28 (34)	HP	1220 (3050)	MP	674 (674)
Strength	11 (11)	Defence	104 (104)	Magic	1 (5)	Magic Def.	10 (10)	Fire	ABS	Lightning	x1/2	Gravity	x1/2		
Agility	56 (67)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	x1/2	Holy	x1/2		
Steal	100% (100%)	Normal	Bomb Core x1 (Red Ring x1)	**Bribe**	Normal	Fire Gem x12 (Crimson Ring x1)									
Gil	330 (600)	Rare	Fire Gem x1 (Red Ring x1)		Rare	Fire Gem x14 (Crimson Ring x1)									
Characteristic	Immunity:	(Confusion), Berserk, Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (5%), Stop (16%), Zantetsu (1%)													
Drop	Normal	Bomb Core x1 (Fire Gem x3)	EXP	AP	Gil										
50% (100%)	Rare	Fire Gem x1 (Fire Gem x4)	320 (520)	1 (2)	125 (222)										

FLY EYE

Location	Mi'ihen Highroad, Bikanel Desert, Mt. Gagazet														
Oversoul	✓	Class	Evil Eye	Chapters	**1**	**2**	3	4	**5**	Level	12 (14)	HP	258 (1032)	MP	52 (52)
Strength	10 (10)	Defence	2 (2)	Magic	22 (22)	Magic Def.	3 (3)	Fire	-	Lightning	-	Gravity	-		
Agility	48 (53)	Luck	4 (5)	Evasion	13 (16)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Phoenix Down x1 (Phoenix Down x3)	**Bribe**	Normal	Remedy x1 (Phoenix Down x60)									
Gil	120 (240)	Rare	Phoenix Down x1 (Phoenix Down x4)		Rare	Remedy x2 (Phoenix Down x80)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Eject (5%)													
Drop	Normal	Phoenix Down x1 (Phoenix Down x3)	EXP	AP	Gil										
50% (100%)	Rare	Black Choker x1 (Phoenix Down x4)	24 (24)	1 (2)	20 (40)										

GECKO



Location	Zanarkand Ruins, Via Infinito														
Oversoul	✓	Class	Reptile	Chapters	**1**	**2**	3	4	**5**	Level	10 (11)	HP	228 (911)	MP	10 (10)
Strength	42 (42)	Defence	8 (10)	Magic	3 (3)	Magic Def.	3 (3)	Fire	-	Lightning	-	Gravity	-		
Agility	77 (85)	Luck	8 (10)	Evasion	7 (9)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-		
Steal	100% (100%)	Normal	Antidote x1 (Remedy x3)	**Bribe**	Normal	Antidote x30 (Remedy x4)									
Gil	72 (138)	Rare	Antidote x2 (Remedy x4)		Rare	Antidote x40 (Remedy x4)									
Characteristic	Immunity:	Sleep, (Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Eject (5%)													
Drop	Normal	Antidote x1 (Remedy x3)	EXP	AP	Gil										
50% (100%)	Rare	Antidote x2 (Remedy x4)	22 (48)	1 (2)	18 (33)										

GEMINI

Location	Besaid Island, Thunder Plains, Via Infinito														
Oversoul	✓	Class	Iron Giant	Chapters	1	2	**3**	**4**	**5**	Level	28 (34)	HP	2044 (2046)	MP	0 (0)
Strength	87 (87)	Defence	200 (200)	Magic	0 (1)	Magic Def.	120 (120)	Fire	-	Lightning	-	Gravity	IMM		
Agility	79 (103)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	25% (100%)	Normal	Lunar Curtain x2 (Lunar Curtain x8)	**Bribe**	Normal	Wall Ring x1 (Shining Bracer x2)									
Gil	530 (1130)	Rare	Wall Ring x1 (Lunar Curtain x10)		Rare	Wall Ring x1 (Shining Bracer x2)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Curse, Auto-Life, Slow, Stop, Doom, %-Damage													
	Resistance:	Darkness (39%), Confusion (31%), Berserk (24%), Eject (11%), Zantetsu (3%)													
Drop	Normal	Light Curtain x2 (Light Curtain x3)	EXP	AP	Gil										
50% (100%)	Rare	Wall Ring x1 (Wall Ring x1)	275 (420)	1 (2)	153 (276)										

GEORAPELLA

Location	Bevelle														
Oversoul	✓	Class	Geo	Chapters	1	**2**	**3**	4	**5**	Level	17 (24)	HP	4420 (6641)	MP	9999 (9999)
Strength	62 (62)	Defence	38 (38)	Magic	1 (12)	Magic Def.	62 (62)	Fire	-	Lightning	-	Gravity	IMM		
Agility	74 (96)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	x2		
Steal	50% (100%)	Normal	Water Gem x1 (Short Circuit x1)	**Bribe**	Normal	-									
Gil	1300 (3000)	Rare	Water Gem x2 (Short Circuit x1)		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, (Strength +/-), Doom, %-Damage													
	Resistance:	Zantetsu (31%)													
Drop	Normal	NulTide Ring x1 (Water Gem x3)	EXP	AP	Gil										
100% (100%)	Rare	NulTide Ring x1 (Water Gem x4)	800 (1600)	1 (2)	1000 (1500)										

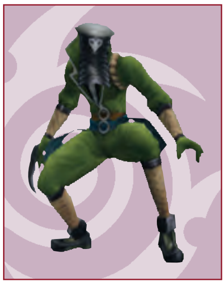
GIGAS

Location	Thunder Plains, Bikanel Desert, Ruin Depths														
Oversoul	✓	Class	Ogre	Chapters	1	2	**3**	**4**	**5**	Level	22 (26)	HP	2290 (9360)	MP	22 (22)
Strength	54 (54)	Defence	18 (18)	Magic	8 (8)	Magic Def.	4 (4)	Fire	-	Lightning	-	Gravity	x2		
Agility	80 (88)	Luck	2 (3)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (100%)	Normal	Hi-Potion x1 (X-Potion x1)	**Bribe**	Normal	Champion Belt x1 (Power Gloves x1)									
Gil	440 (830)	Rare	Potpourri x1 (X-Potion x2)		Rare	Champion Belt x1 (Kaiser Knuckles x1)									
Characteristic	Immunity:	Sleep, Darkness, Confusion, Berserk, Curse, Auto-Life, Stop													
	Resistance:	Death (31%), Petrification (10%), Eject (5%), Zantetsu (1%)													
Drop	Normal	- (Muscle Belt X1)	EXP	AP	Gil										
25% (100%)	Rare	Muscle Belt x1 (Muscle Belt x1)	884 (1020)	1 (2)	180 (600)										

GOLD ELEMENTAL

Location	Djose Temple, Thunder Plains, Macalania Woods														
Oversoul	✓	Class	Elemental	Chapters	**1**	**2**	**3**	4	**5**	Level	16 (19)	HP	84 (396)	MP	280 (280)
Strength	6 (6)	Defence	202 (204)	Magic	20 (20)	Magic Def.	110 (110)	Fire	IMM	Lightning	ABS	Gravity	-		
Agility	56 (62)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	IMM	Water	x2	Holy	-		
Steal	100% (100%)	Normal	Electro Marble x1 (Lightning Marble x2)	**Bribe**	Normal	Lightning Gem x2 (Lightning Gem x4)									
Gil	140 (240)	Rare	Electro Marble x2 (Lightning Marble x3)		Rare	Yellow Ring x1 (Yellow Ring x1)									
Characteristic	Immunity:	Petrification, Sleep, Confusion, Berserk, Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (2%)													
Drop	Normal	Electro Marble x1 (Lightning Marble x2)	EXP	AP	Gil										
50% (100%)	Rare	Electro Marble x2 (Lightning Marble x3)	40 (68)	1 (2)	40 (72)										

GOON



Location	Luca, Mt. Gagazet														
Oversoul	-	Class	-	Chapters	**1**	2	3	4	5	Level	1	HP	13	MP	8
Strength	7	Defence	4	Magic	1	Magic Def.	4	Fire	-	Lightning	-	Gravity	-		
Agility	47	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	Budget Grenade x1									
Gil	200	Rare	Phoenix Down x1		Rare	Phoenix Down x1									
Characteristic	Immunity:	Curse, Auto-Life													
	Resistance:	-													
Drop	Normal	Potion x1	EXP	AP	Gil										
50%	Rare	Phoenix Down x1	1	1	30										

GREAT HAUNT

Location	Bikanel Desert, Via Infinito														
Oversoul	-	Class	Revenant	Chapters	1	2	3	4	**5**	Level	46	HP	8483	MP	720
Strength	26	Defence	142	Magic	55	Magic Def.	2	Fire	*	Lightning	*	Gravity	IMM		
Agility	61	Luck	1	Evasion	0	Accuracy	0	Ice	*	Water	*	Holy	x2		
Steal	50%	Normal	Mana Spring x1	**Bribe**	Normal	Gold Hairpin x3 (Gold Hairpin x3)									
Gil	600	Rare	Soul Spring x1		Rare	Gold Hairpin x3 (Gold Hairpin x3)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, Delay, %-Damage													
	Resistance:	Eject (12%), Zantetsu (4%)													
Drop	Normal	Ether x1	EXP	AP	Gil										
50%	Rare	Ether x1	120	1	210										

* Changes each time you encounter it.

GREAT MALBORO

Location	Farplane, Via Infinito														
Oversoul	✓	Class	Malboro	Chapters	1	2	3	4	**5**	Level	42 (51)	HP	12988 (19937)	MP	152 (152)
Strength	53 (53)	Defence	16 (16)	Magic	68 (68)	Magic Def.	12 (12)	Fire	-	Lightning	-	Gravity	IMM		
Agility	81 (105)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (50%)	Normal	Dispel Tonic x1 (Remedy x2)	**Bribe**	Normal	White Lore x2 (White Tome x2)									
Gil	1600 (3300)	Rare	Dispel Tonic x1 (Remedy x3)		Rare	White Lore x2 (White Tome x2)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage													
	Resistance:	Eject (16%), Zantetsu (18%)													
Drop	Normal	Remedy x2 (Beaded Brooch x1)	EXP	AP	Gil										
100% (100%)	Rare	Remedy x3 (Beaded Brooch x1)	2235 (3860)	1 (2)	1200 (1500)										

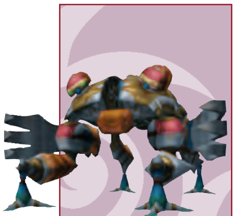
GREATER DRAKE

Location	Djose Temple, Mt. Gagazet, Ruin Depths														
Oversoul	✓	Class	Drake	Chapters	1	2	**3**	4	**5**	Level	23 (27)	HP	1819 (6658)	MP	103 (107)
Strength	47 (48)	Defence	88 (102)	Magic	36 (90)	Magic Def.	3 (37)	Fire	IMM	Lightning	-	Gravity	-		
Agility	72 (80)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-		
Steal	100% (100%)	Normal	Fire Gem x1 (Fire Gem x3)	**Bribe**	Normal	NulBlaze Ring x1 (Sublimator x2)									
Gil	630 (1300)	Rare	Fire Gem x2 (Fire Gem x10)		Rare	NulBlaze Ring x1 (Sublimator x3)									
Characteristic	Immunity:	Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, (Strength +/-)													
	Resistance:	Death (20%), Petrification (12%), Eject (7%), Zantetsu (2%)													
Drop	Normal	Fire Gem x1 (NulBlaze Ring x1)	EXP	AP	Gil										
25% (100%)	Rare	NulBlaze Ring x1 (NulBlaze Ring x1)	320 (470)	1 (2)	140 (210)										

GRIM GAZE

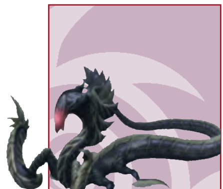
Location	Calm Lands, Mt. Gagazet, Via Infinito														
Oversoul	✓	Class	Evil Eye	Chapters	1	2	**3**	4	**5**	Level	33 (41)	HP	1720 (4223)	MP	388 (388)
Strength	31 (31)	Defence	5 (5)	Magic	21 (21)	Magic Def.	8 (8)	Fire	-	Lightning	-	Gravity	IMM		
Agility	62 (79)	Luck	4 (5)	Evasion	27 (59)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Phoenix Down x1 (Pixie Dust x1)	**Bribe**	Normal	Silver Glasses x1 (Elixir x4)									
Gil	330 (650)	Rare	Remedy x1 (Pixie Dust x1)		Rare	Silver Glasses x1 (Elixir x4)									
Characteristic	Immunity:	Confusion, Berserk, Curse, Auto-Life, Slow, Stop, %-Damage													
	Resistance:	Eject (6%)													
Drop	Normal	Phoenix Down x1 (Remedy x3)	EXP	AP	Gil										
50% (100%)	Rare	Holy Water x1 (Remedy x4)	244 (380)	1 (2)	130 (220)										

GUARD MACHINA



Location	Bikanel Desert, Via Infinito												
Oversoul	-	Class	Machina	Chapters	1 2 **3** 4 **5**	Level	24	HP	2460	MP	0		
Strength	25	Defence	20	Magic	0	Magic Def.	0	Fire	-	Lightning	ABS	Gravity	-
Agility	50	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	50%	Normal	Budget Grenade x1	**Bribe**	Normal	-							
Gil	80	Rare	Dark Grenade x1		Rare	-							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Doom											
	Resistance:	Eject (7%)											
Drop	Normal	Budget Grenade x1	EXP	AP	Gil								
50%	Rare	Dark Grenade x1	85	1	40								

GUCUMATZ



Location	Mushroom Rock, Thunder Plains, Bikanel Desert												
Oversoul	✓	Class	Basilisk	Chapters	1 2 **3** 4 **5**	Level	34 (41)	HP	3720 (13820)	MP	140 (140)		
Strength	46 (46)	Defence	93 (93)	Magic	10 (53)	Magic Def.	32 (32)	Fire	-	Lightning	-	Gravity	IMM
Agility	67 (74)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-
Steal	50% (100%)	Normal	Soft x2 (Mana Tablet x2)	**Bribe**	Normal	Stone Shock x1 (Stone Shock x6)							
Gil	680 (1000)	Rare	Gold Anklet x4 (Mana Tablet x3)		Rare	Stone Shock x1 (Stone Shock x8)							
Characteristic	Immunity:	Death, Petrification, Sleep, Poison, Confusion, Curse, Auto-Life, Slow, Strength +/-, Magic +/-, Doom, %-Damage											
	Resistance:	Berserk (24%), Eject (10%), Zantetsu (3%)											
Drop	Normal	Soft x2 (Gold Anklet x1)	EXP	AP	Gil								
50% (100%)	Rare	Soft x4 (Gold Anklet x1)	410 (780)	1 (2)	173 (340)								

GUG

Location	Farplane, Via Infinito												
Oversoul	✓	Class	Ogre	Chapters	1 2 3 4 **5**	Level	39 (47)	HP	6433 (16300)	MP	67 (67)		
Strength	58 (61)	Defence	32 (32)	Magic	9 (9)	Magic Def.	4 (4)	Fire	-	Lightning	-	Gravity	x2
Agility	83 (110)	Luck	2 (3)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-
Steal	50% (100%)	Normal	Hi-Potion x2 (Hi-Potion x3)	**Bribe**	Normal	Power Gloves x1 (Sword Tome x1)							
Gil	1520 (3300)	Rare	Hi-Potion x3 (Hi-Potion x4)		Rare	Kaiser Knuckles x1 (Sword Tome x2)							
Characteristic	Immunity:	Death, Sleep, Darkness, Confusion, Berserk, Curse, Auto-Life, Stop, Doom											
	Resistance:	Petrification (24%), Eject (7%), Zantetsu (2%)											
Drop	Normal	Phoenix Down x1 (Hyper Wrist x1)	EXP	AP	Gil								
25% (100%)	Rare	Power Wrist x1 (Hyper Wrist x1)	1130 (1555)	1 (2)	600 (600)								

HAIZHE

Location	Macalania Woods, Via Infinito												
Oversoul	✓	Class	Haizhe	Chapters	**1** **2** 3 4 **5**	Level	16 (19)	HP	653 (2612)	MP	0 (0)		
Strength	38 (38)	Defence	12 (12)	Magic	21 (21)	Magic Def.	20 (20)	Fire	-	Lightning	x2	Gravity	x2
Agility	84 (92)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-
Steal	50% (100%)	Normal	Phoenix Down x1 (Silver Hourglass x1)	**Bribe**	Normal	Pretty Orb x1 (Kinesis Badge x1)							
Gil	80 (150)	Rare	Pretty Orb x1 (Silver Hourglass x2)		Rare	Pretty Orb x1 (Kinesis Badge x2)							
Characteristic	Immunity:	Petrification, Sleep, Silence, (Confusion), (Berserk), Curse, Auto-Life, Magic +/-, Magic Def. +/-											
	Resistance:	Darkness (8%), Poison (4%), Eject (9%), Zantetsu (1%)											
Drop	Normal	Potion x1 (Pretty Orb x1)	EXP	AP	Gil								
50% (100%)	Rare	Phoenix Down x1 (Pretty Orb x1)	48 (90)	1 (2)	22 (52)								

HAUNT

Location	Besaid Island, Kilika, Djose Temple												
Oversoul	-	Class	Revenant	Chapters	1 2 **3** 4 **5**	Level	35	HP	813	MP	433		
Strength	8	Defence	83	Magic	33	Magic Def.	48	Fire	*	Lightning	*	Gravity	IMM
Agility	63	Luck	2	Evasion	0	Accuracy	0	Ice	*	Water	*	Holy	x2
Steal	100%	Normal	Arctic Wind x1	**Bribe**	Normal	Star Pendant x1							
Gil	280	Rare	Water Gem x1		Rare	Star Pendant x1							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom											
	Resistance:	Eject (9%), Zantetsu (2%)											
Drop	Normal	Blue Ring x1	EXP	AP	Gil								
25%	Rare	Twist Headband x1	108	1	120								

* Changes each time you encounter it.

HEAVY SALLET

Location	Bikanel Desert, Via Infinito												
Oversoul	✓	Class	Helm	Chapters	1 2 3 4 **5**	Level	31 (37)	HP	11200 (12915)	MP	0 (0)		
Strength	71 (71)	Defence	223 (254)	Magic	4 (4)	Magic Def.	18 (22)	Fire	-	Lightning	-	Gravity	IMM
Agility	82 (107)	Luck	2 (3)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-
Steal	50% (50%)	Normal	Lunar Curtain x2 (Lunar Curtain x2)	**Bribe**	Normal	Shining Bracer x2 (Shining Bracer x2)							
Gil	480 (620)	Rare	Star Curtain x2 (Star Curtain x2)		Rare	Shining Bracer x3 (Shining Bracer x3)							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, Delay, %-Damage											
	Resistance:	Eject (16%), Zantetsu (15%)											
Drop	Normal	Light Curtain x2 (Light Curtain x2)	EXP	AP	Gil								
50% (100%)	Rare	Star Curtain x2 (Star Curtain x2)	380 (640)	1 (2)	110 (180)								

HEXAPOD

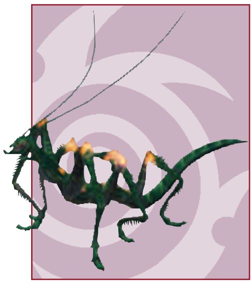
Location	Fiend Colony, Via Infinito														
Oversoul	✓	Class	Vermin	Chapters	1	2	3	4	**5**	Level	47 (54)	HP	2805 (11220)	MP	980 (980)
Strength	24 (26)	Defence	97 (97)	Magic	29 (29)	Magic Def.	100 (100)	Fire	-	Lightning	-	Gravity	IMM		
Agility	75 (83)	Luck	1 (1)	Evasion	30 (38)	Accuracy	0 (0)	Ice	ABS	Water	-	Holy	-		
Steal	100% (100%)	Normal	Hi-Potion x1 (Hi-Potion x2)	**Bribe**	Normal	L-Bomb x16 (L-Bomb x40)									
Gil	300 (600)	Rare	Remedy x1 (Remedy x2)		Rare	L-Bomb x20 (L-Bomb x99)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, (Doom), %-Damage													
	Resistance:	-													
Drop	Normal	L-Bomb x1 (L-Bomb x3)	EXP	AP	Gil										
100% (100%)	Rare	L-Bomb x2 (L-Bomb x5)	220 (280)	1 (2)	80 (100)										

HRIMTHURS

Location	Bikanel Desert, Via Infinito														
Oversoul	✓	Class	Ogre	Chapters	**1**	**2**	3	4	**5**	Level	18 (22)	HP	552 (2208)	MP	11 (11)
Strength	52 (55)	Defence	12 (12)	Magic	4 (4)	Magic Def.	2 (2)	Fire	-	Lightning	-	Gravity	x2		
Agility	52 (57)	Luck	2 (3)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Phoenix Down x1 (Mega-Potion x1)	**Bribe**	Normal	Phoenix Down x6 (Power Gloves x1)									
Gil	140 (228)	Rare	Phoenix Down x2 (Mega-Potion x2)		Rare	Phoenix Down x8 (Power Gloves x1)									
Characteristic	Immunity:	Sleep, Confusion, (Berserk), Curse, Auto-Life													
	Resistance:	Eject (5%)													
Drop	Normal	Phoenix Down x1 (Mega-Potion x1)	EXP	AP	Gil										
50% (100%)	Rare	Phoenix Down x2 (Mega-Potion x1)	74 (120)	1 (2)	44 (72)										

HUG BUG

Location	Fiend Colony, Via Infinito														
Oversoul	✓	Class	Vermin	Chapters	1	2	3	4	**5**	Level	49 (52)	HP	2350 (9400)	MP	950 (950)
Strength	24 (24)	Defence	96 (96)	Magic	27 (27)	Magic Def.	97 (97)	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	112 (123)	Luck	1 (1)	Evasion	28 (38)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Hi-Potion x1 (Hi-Potion x2)	**Bribe**	Normal	M-Bomb x16 (M-Bomb x40)									
Gil	300 (600)	Rare	Phoenix Down x1 (Phoenix Down x2)		Rare	M-Bomb x20 (M-Bomb x99)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, %-Damage													
	Resistance:	Eject (2%), Zantetsu (1%)													
Drop	Normal	M-Bomb x1 (M-Bomb x3)	EXP	AP	Gil										
100% (100%)	Rare	M-Bomb x2 (M-Bomb x5)	220 (280)	1 (2)	80 (100)										



INSECT MATRIARCH

Location	Via Infinito														
Oversoul	✓	Class	Vermin	Chapters	1	2	3	4	**5**	Level	78 (94)	HP	48796 (51236)	MP	868 (868)
Strength	222 (222)	Defence	90 (90)	Magic	255 (255)	Magic Def.	98 (98)	Fire	*	Lightning	*	Gravity	IMM		
Agility	244 (255)	Luck	33 (41)	Evasion	10 (13)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	25% (13%)	Normal	Ether x1 (Elixir x1)	**Bribe**	Normal	Tetra Gloves x1 (White Tome x2)									
Gil	2600 (4300)	Rare	Ether x2 (Elixir x2)		Rare	White Tome x2 (White Tome x3)									
Characteristic	Immunity:	Sleep, (Confusion), (Berserk), Curse, Eject, Auto-Life, Slow, Stop, Delay, %-Damage													
	Resistance:	Zantetsu (33%)													
Drop	Normal	Mana Spring x2 (Freezerburn x1)	EXP	AP	Gil										
100% (100%)	Rare	Snow Ring x1 (Sublimator x1)	1200 (2200)	1 (2)	1000 (2700)										

* IMM (ABS)

IRON GIANT

Location	Besaid Island, Mi'ihen Highroad, Via Infinito														
Oversoul	✓	Class	Iron Giant	Chapters	**1**	**2**	3	4	**5**	Level	7 (8)	HP	222 (233)	MP	0 (0)
Strength	48 (48)	Defence	152 (155)	Magic	1 (4)	Magic Def.	2 (2)	Fire	-	Lightning	-	Gravity	IMM		
Agility	93 (121)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Budget Grenade x1 (M-Bomb x2)	**Bribe**	Normal	Grenade x18 (Mythril Gloves x1)									
Gil	233 (510)	Rare	Grenade x1 (M-Bomb x4)		Rare	Grenade x20 (Mythril Gloves x1)									
Characteristic	Immunity:	Petrification, Silence, Poison, Curse, Auto-Life, Stop, %-Damage													
	Resistance:	Death (39%), Eject (10%), Zantetsu (3%)													
Drop	Normal	Budget Grenade x1 (Grenade x2)	EXP	AP	Gil										
50% (100%)	Rare	Grenade x1 (Grenade x3)	20 (100)	1 (2)	40 (110)										

IRONSIDE

Location	Kilika, Thunder Plains, Zanarkand Ruins														
Oversoul	✓	Class	Armour	Chapters	1	2	**3**	**4**	**5**	Level	34 (40)	HP	8432 (12154)	MP	1400 (1400)
Strength	72 (88)	Defence	223 (233)	Magic	94 (94)	Magic Def.	173 (233)	Fire	-	Lightning	-	Gravity	IMM		
Agility	74 (101)	Luck	2 (3)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Shadow Gem x2 (Stamina Tablet x6)	**Bribe**	Normal	Shining Gem x16 (Shining Gem x30)									
Gil	800 (1500)	Rare	Shadow Gem x3 (Stamina Tablet x8)		Rare	Shining Gem x20 (Shining Gem x40)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Eject (13%), Zantetsu (6%)													
Drop	Normal	Stamina Tablet x1 (Shadow Gem x6)	EXP	AP	Gil										
25% (100%)	Rare	Stamina Tablet x1 (Shadow Gem x8)	660 (940)	1 (2)	200 (340)										

JAHI

Location	Farplane, Via Infinito														
Oversoul	-	Class	Larva	Chapters	1	2	3	4	**5**	Level	46	HP	2033	MP	360
Strength	39	Defence	84	Magic	52	Magic Def.	86	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	68	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	x2		
Steal	100%	Normal	Remedy x2	**Bribe**	Normal	Mana Spring x30									
Gil	1020	Rare	Mana Spring x2		Rare	Mana Spring x40									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, %-Damage													
	Resistance:	Eject (10%), Zantetsu (2%)													
Drop	Normal	Gold Anklet x1	EXP	AP	Gil										
13%	Rare	Gold Anklet x1	1200	1	620										

KILLER HOUND

Location	Bikanel Desert, Via Infinito														
Oversoul	✓	Class	Lupine	Chapters	**1**	**2**	**3**	4	**5**	Level	12 (14)	HP	202 (818)	MP	0 (0)
Strength	28 (28)	Defence	2 (3)	Magic	8 (8)	Magic Def.	1 (1)	Fire	-	Lightning	-	Gravity	-		
Agility	62 (68)	Luck	3 (4)	Evasion	5 (6)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Hi-Potion x2)	**Bribe**	Normal	Hi-Potion x2 (Chocobo Feather x4)									
Gil	82 (143)	Rare	Phoenix Down x1 (Hi-Potion x3)		Rare	Hi-Potion x2 (Chocobo Feather x5)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Eject (4%)													
Drop	Normal	Potion x1 (Hi-Potion x3)	EXP	AP	Gil										
50% (100%)	Rare	Hi-Potion x1 (Hi-Potion x4)	36 (68)	1 (2)	18 (34)										

KILLER MACHINA

Location	New Cave, Via Infinito														
Oversoul	-	Class	Machina	Chapters	1	2	3	4	**5**	Level	48	HP	4222	MP	0
Strength	36	Defence	0	Magic	0	Magic Def.	0	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	68	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	M-Bomb x1	**Bribe**	Normal	-									
Gil	300	Rare	M-Bomb x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, %-Damage													
	Resistance:	Eject (7%)													
Drop	Normal	Dark Grenade x1	EXP	AP	Gil										
13%	Rare	Petrify Grenade x1	600	1	180										

KING TAKOUBA

Location	Bikanel Desert, Via Infinito														
Oversoul	✓	Class	Blade	Chapters	1	2	3	4	**5**	Level	48 (56)	HP	18004 (22104)	MP	0 (0)
Strength	71 (72)	Defence	43 (48)	Magic	14 (14)	Magic Def.	22 (22)	Fire	x2	Lightning	-	Gravity	IMM		
Agility	75 (98)	Luck	1 (1)	Evasion	27 (34)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (6%)	Normal	Star Pendant x1 (Glass Buckle x1)	**Bribe**	Normal	Angel Earrings x6 (Glass Buckle x10)									
Gil	800 (1800)	Rare	Angel Earrings x1 (Angel Earrings x1)		Rare	Angel Earrings x10 (Glass Buckle x12)									
Characteristic	Immunity:	Petrification, Sleep, Silence, Darkness, Poison, Confusion, (Berserk), Curse, Auto-Life, Slow, Stop, Defence +/-, Magic Def. +/-, Doom, Delay, %-Damage													
	Resistance:	Death (12%), Eject (19%), Zantetsu (10%)													
Drop	Normal	Farplane Shadow x2 (Farplane Shadow x4)	EXP	AP	Gil										
50% (100%)	Rare	Candle of Life x2 (Farplane Shadow x5)	485 (963)	1 (2)	300 (735)										

KUKULCAN

Location	Bevelle, Via Infinito														
Oversoul	✓	Class	Basilisk	Chapters	1	**2**	3	4	**5**	Level	23 (28)	HP	3220 (9480)	MP	85 (85)
Strength	44 (44)	Defence	92 (92)	Magic	3 (3)	Magic Def.	30 (30)	Fire	-	Lightning	-	Gravity	-		
Agility	78 (86)	Luck	2 (3)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-		
Steal	100% (100%)	Normal	Soft x2 (Remedy x8)	**Bribe**	Normal	Stone Shock x1 (Stone Shock x4)									
Gil	550 (1100)	Rare	Remedy x1 (Remedy x10)		Rare	Stone Shock x1 (Stone Shock x6)									
Characteristic	Immunity:	Death, Petrification, Sleep, Poison, Confusion, (Berserk), Curse, Auto-Life, Slow, Strength +/-, Magic +/-													
	Resistance:	Eject (9%), Zantetsu (3%)													
Drop	Normal	Soft x2 (Gold Anklet x1)	EXP	AP	Gil										
50% (100%)	Rare	Gold Anklet x1 (Gold Anklet x1)	135 (233)	1 (2)	86 (140)										

LACERTA

Location	Via Infinito														
Oversoul	✓	Class	Reptile	Chapters	1	2	3	4	**5**	Level	72 (86)	HP	12324 (13556)	MP	62 (62)
Strength	188 (188)	Defence	144 (144)	Magic	18 (18)	Magic Def.	12 (12)	Fire	-	Lightning	-	Gravity	ABS		
Agility	113 (136)	Luck	22 (28)	Evasion	80 (100)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	25% (13%)	Normal	Ether x1 (Ether x1)	**Bribe**	Normal	Bushido Lore x1 (Bushido Lore x4)									
Gil	850 (1500)	Rare	Ether x2 (Ether x2)		Rare	Bushido Lore x2 (Bushido Lore x6)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Delay, %-Damage													
	Resistance:	Eject (39%), Zantetsu (10%)													
	ASE:	Haste													
Drop	Normal	Chocobo Wing x1 (Speed Bracer x1)	EXP	AP	Gil										
100% (100%)	Rare	Sprint Shoes x1 (Speed Bracer x1)	750 (980)	1 (2)	400 (1200)										

LEAGUE FIGHTER

Location	Kilika, Djose Temple

Oversoul	-	Class	-	Chapters	**1**	**2**	3	4	5	Level	6	HP	168	MP	14

Strength	31	Defence	48	Magic	3	Magic Def.	1	Fire	-	Lightning	-	Gravity	-
Agility	55	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Potion x1	**Bribe**	Normal	Phoenix Down x12
Gil	150	Rare	Phoenix Down x1		Rare	Phoenix Down x16

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Budget Grenade x1	EXP	AP	Gil
50%	Rare	Grenade x1	10	1	50

LEAGUE MAGE

Location	Kilika, Mushroom Rock, Djose Temple

Oversoul	-	Class	-	Chapters	1	2	**3**	4	**5**	Level	23	HP	1020	MP	420

Strength	29	Defence	2	Magic	22	Magic Def.	52	Fire	-	Lightning	-	Gravity	-
Agility	73	Luck	5	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Ether x1	**Bribe**	Normal	Talisman x1
Gil	450	Rare	Amulet x1		Rare	Talisman x1

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Hi-Potion x1	EXP	AP	Gil
50%	Rare	Phoenix Down x1	70	1	130

LEAGUE MASTER

Location	Kilika, Mushroom Rock, Djose Temple

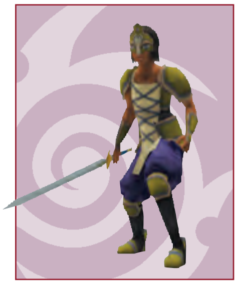
Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	32	HP	1732	MP	670

Strength	32	Defence	18	Magic	43	Magic Def.	56	Fire	-	Lightning	-	Gravity	-
Agility	76	Luck	5	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Phoenix Down x1	**Bribe**	Normal	Ether x12
Gil	550	Rare	Phoenix Down x2		Rare	Ether x14

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	Death (20%), Petrification (20%)

Drop	Normal	Ether x1	EXP	AP	Gil
25%	Rare	Ether x1	160	1	140



LEAGUE RAIDER

Location	Kilika, Mushroom Rock, Djose Temple

Oversoul	-	Class	-	Chapters	1	**2**	**3**	4	5	Level	16	HP	293	MP	30

Strength	37	Defence	34	Magic	13	Magic Def.	13	Fire	-	Lightning	-	Gravity	-
Agility	64	Luck	8	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Phoenix Down x1	**Bribe**	Normal	Phoenix Down x16
Gil	380	Rare	Phoenix Down x2		Rare	Phoenix Down x24

Characteristic	Immunity:	Darkness, Curse, Auto-Life
	Resistance:	-

Drop	Normal	Hi-Potion x1	EXP	AP	Gil
50%	Rare	Grenade x2	70	1	130

LEAGUE RANGER

Location	Mushroom Rock, Djose Temple

Oversoul	-	Class	-	Chapters	1	**2**	**3**	4	5	Level	16	HP	230	MP	180

Strength	18	Defence	2	Magic	83	Magic Def.	50	Fire	-	Lightning	-	Gravity	-
Agility	66	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Phoenix Down x1	**Bribe**	Normal	S-Bomb x2
Gil	320	Rare	Phoenix Down x1		Rare	Ether x1

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Phoenix Down x1	10	1	80

LEAGUE SCOUT

Location	Kilika, Djose Temple

Oversoul	-	Class	-	Chapters	**1**	**2**	3	4	5	Level	6	HP	128	MP	18

Strength	27	Defence	33	Magic	4	Magic Def.	12	Fire	-	Lightning	-	Gravity	-
Agility	62	Luck	8	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Potion x1	**Bribe**	Normal	Phoenix Down x10
Gil	300	Rare	Phoenix Down x1		Rare	Mega-Potion x1

Characteristic	Immunity:	Darkness, Curse, Auto-Life
	Resistance:	-

Drop	Normal	Budget Grenade x1	EXP	AP	Gil
50%	Rare	Hi-Potion x1	10	1	60

LEAGUE SLASHER

Location	Kilika, Mushroom Rock, Djose Temple												
Oversoul	-	Class	-	Chapters	1 2 3 4 **5**	Level	30	HP	1650	MP	58		
Strength	38	Defence	30	Magic	16	Magic Def.	0	Fire	-	Lightning	-	Gravity	-
Agility	82	Luck	8	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	25%	Normal	M-Bomb x1	**Bribe**	Normal	Ether x16							
Gil	550	Rare	L-Bomb x1		Rare	Ether x20							
Characteristic	Immunity:	Silence, Curse, Auto-Life											
	Resistance:	-											
Drop	Normal	Hi-Potion x1	EXP	AP	Gil								
50%	Rare	Hi-Potion x2	160	1	140								

LEAGUE SOLDIER

Location	Mushroom Rock, Djose Temple												
Oversoul	-	Class	-	Chapters	1 **2** 3 4 5	Level	14	HP	178	MP	28		
Strength	34	Defence	28	Magic	12	Magic Def.	10	Fire	-	Lightning	-	Gravity	-
Agility	58	Luck	8	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Grenade x1	**Bribe**	Normal	S-Bomb x2							
Gil	300	Rare	Grenade x2		Rare	M-Bomb x2							
Characteristic	Immunity:	Darkness, Curse, Auto-Life											
	Resistance:	-											
Drop	Normal	Grenade x1	EXP	AP	Gil								
50%	Rare	Grenade x2	10	1	80								

LEAGUE TROOPER

Location	Mushroom Rock, Djose Temple												
Oversoul	-	Class	-	Chapters	1 **2** **3** 4 5	Level	13	HP	244	MP	16		
Strength	41	Defence	52	Magic	6	Magic Def.	2	Fire	-	Lightning	-	Gravity	-
Agility	56	Luck	6	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Grenade x1	**Bribe**	Normal	S-Bomb x2							
Gil	160	Rare	Grenade x1		Rare	M-Bomb x2							
Characteristic	Immunity:	Sleep, Silence, Curse, Auto-Life											
	Resistance:	-											
Drop	Normal	Grenade x1	EXP	AP	Gil								
50%	Rare	Phoenix Down x1	10	1	60								

LEAGUE VETERAN

Location	Kilika, Mushroom Rock, Djose Temple												
Oversoul	-	Class	-	Chapters	1 2 3 4 **5**	Level	33	HP	1720	MP	42		
Strength	42	Defence	54	Magic	17	Magic Def.	6	Fire	-	Lightning	-	Gravity	-
Agility	68	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	25%	Normal	M-Bomb x1	**Bribe**	Normal	L-Bomb x14							
Gil	300	Rare	L-Bomb x1		Rare	L-Bomb x20							
Characteristic	Immunity:	Curse, Auto-Life											
	Resistance:	Death (20%), Petrification (20%)											
Drop	Normal	Hi-Potion x1	EXP	AP	Gil								
50%	Rare	Hi-Potion x2	160	1	100								

LEAGUE WARRIOR

Location	Kilika, Mushroom Rock, Djose Temple												
Oversoul	-	Class	-	Chapters	1 **2** **3** 4 **5**	Level	24	HP	422	MP	26		
Strength	41	Defence	53	Magic	12	Magic Def.	3	Fire	-	Lightning	-	Gravity	-
Agility	58	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Hi-Potion x1	**Bribe**	Normal	M-Bomb x4							
Gil	180	Rare	Grenade x2		Rare	M-Bomb x5							
Characteristic	Immunity:	Sleep, Curse, Auto-Life											
	Resistance:	-											
Drop	Normal	Hi-Potion x1	EXP	AP	Gil								
50%	Rare	Grenade x2	70	1	120								

LEBLANC

Location	Mt. Gagazet												
Oversoul	-	Class	-	Chapters	**1** 2 3 4 5	Level	5	HP	120	MP	320		
Strength	15	Defence	8	Magic	26	Magic Def.	55	Fire	-	Lightning	-	Gravity	IMM
Agility	52	Luck	16	Evasion	20	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	75%	Normal	Tiara x1	**Bribe**	Normal	-							
Gil	700	Rare	Tiara x1		Rare	-							
Characteristic	Immunity:	Death, Petrification, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Strength +/-, Defence +/-, Accuracy +/-, Doom, %-Damage											
	Resistance:	Poison (27%), Zantetsu (24%)											
Drop	Normal	Hi-Potion x1	EXP	AP	Gil								
50%	Rare	Hi-Potion x2	20	2	250								

LESSER DRAKE

Location	Besaid Island, Thunder Plains, Via Infinito												
Oversoul	✓	Class	Drake	Chapters	**1** **2** 3 4 **5**	Level	14 (16)	HP	577 (2108)	MP	33 (33)		
Strength	38 (41)	Defence	48 (48)	Magic	28 (28)	Magic Def.	1 (1)	Fire	IMM	Lightning	-	Gravity	-
Agility	53 (58)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-
Steal	100% (100%)	Normal	Potion x1 (Fire Gem x3)	Bribe	Normal	Fiery Gleam x1 (Crimson Ring x1)							
Gil	220 (510)	Rare	Bomb Fragment x1 (Fire Gem x4)		Rare	Fiery Gleam x1 (Crimson Ring x1)							
Characteristic	Immunity:	Silence, (Confusion), (Berserk), Curse, Auto-Life, (Strength +/-)											
	Resistance:	Death (4%), Petrification (8%), Sleep (4%), Eject (7%), Zantetsu (2%)											
Drop	Normal	Potion x1 (Bomb Core x2)	EXP	AP	Gil								
50% (100%)	Rare	Bomb Fragment x1 (Bomb Core x3)	30 (58)	1 (2)	22 (40)								

LEUCOPHYLLA

Location	Calm Lands, Mt. Gagazet, Via Infinito												
Oversoul	✓	Class	Plant	Chapters	1 2 **3** 4 **5**	Level	26 (30)	HP	2234 (8936)	MP	0 (0)		
Strength	58 (59)	Defence	7 (11)	Magic	0 (0)	Magic Def.	99 (100)	Fire	x2	Lightning	-	Gravity	-
Agility	76 (77)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-
Steal	100% (100%)	Normal	Hi-Potion x1 (Remedy x6)	Bribe	Normal	Hi-Potion x40 (Remedy x80)							
Gil	220 (430)	Rare	Phoenix Down x1 (Remedy x8)		Rare	Hi-Potion x60 (Remedy x99)							
Characteristic	Immunity:	Darkness, Poison, Confusion, Berserk, Curse, Auto-Life											
	Resistance:	Death (20%), Petrification (12%), Eject (8%)											
Drop	Normal	Remedy x1 (Remedy x4)	EXP	AP	Gil								
50% (100%)	Rare	Remedy x2 (Remedy x6)	210 (332)	1 (2)	86 (140)								

LICH

Location	Mi'ihen Highroad, Mushroom Rock, Djose Temple												
Oversoul	-	Class	Revenant	Chapters	1 2 3 4 **5**	Level	31	HP	3444	MP	1300		
Strength	16	Defence	81	Magic	31	Magic Def.	89	Fire	*	Lightning	*	Gravity	ABS
Agility	48	Luck	2	Evasion	0	Accuracy	0	Ice	*	Water	*	Holy	x2
Steal	100%	Normal	Hi-Potion x1	Bribe	Normal	Soul Spring x16							
Gil	680	Rare	Stamina Spring x1		Rare	Soul Spring x18							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage											
	Resistance:	Eject (10%), Zantetsu (4%)											
Drop	Normal	-	EXP	AP	Gil								
25%	Rare	Black Ring x1	730	1	330								

* Changes each time you encounter it.

LOGOS

Location	Mt. Gagazet												
Oversoul	-	Class	-	Chapters	**1** 2 3 4 5	Level	3	HP	100	MP	25		
Strength	10	Defence	0	Magic	16	Magic Def.	0	Fire	-	Lightning	-	Gravity	IMM
Agility	72	Luck	8	Evasion	36	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	75%	Normal	White Cape x1	Bribe	Normal	-							
Gil	280	Rare	White Cape x1		Rare	-							
Characteristic	Immunity:	Death, Petrification, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage											
	Resistance:	Poison (16%), Zantetsu (20%)											
Drop	Normal	Potion x1	EXP	AP	Gil								
50%	Rare	Phoenix Down x1	10	1	80								

LUCIL

Location	Mushroom Rock												
Oversoul	-	Class	-	Chapters	1 2 3 4 **5**	Level	43	HP	7324	MP	370		
Strength	64	Defence	41	Magic	24	Magic Def.	40	Fire	-	Lightning	-	Gravity	IMM
Agility	120	Luck	10	Evasion	42	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Chocobo Feather x1	Bribe	Normal	-							
Gil	3000	Rare	Chocobo Feather x2		Rare	-							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage											
	Resistance:	Zantetsu (4%)											
Drop	Normal	Circlet x1	EXP	AP	Gil								
100%	Rare	Circlet x1	800	2	220								

LUPUS

Location	Mushroom Rock, Mt. Gagazet, Via Infinito												
Oversoul	✓	Class	Lupine	Chapters	1 2 **3** 4 **5**	Level	27 (32)	HP	1262 (3455)	MP	10 (10)		
Strength	37 (38)	Defence	4 (6)	Magic	12 (12)	Magic Def.	2 (3)	Fire	-	Lightning	-	Gravity	-
Agility	93 (112)	Luck	3 (4)	Evasion	26 (33)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-
Steal	100% (100%)	Normal	Hi-Potion x1 (Hi-Potion x3)	Bribe	Normal	X-Potion x3 (Haste Bangle x2)							
Gil	280 (480)	Rare	Hi-Potion x2 (Hi-Potion x4)		Rare	X-Potion x3 (Haste Bangle x3)							
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life,											
	Resistance:	Death (20%), Eject (5%)											
Drop	Normal	Hi-Potion x1 (Hi-Potion x4)	EXP	AP	Gil								
50% (100%)	Rare	Hi-Potion x2 (Hi-Potion x5)	188 (240)	1 (2)	80 (130)								

MACHINA HUNTER

Location	Bikanel Desert, Via Infinito														
Oversoul	-	Class	Machina	Chapters	1	2	**3**	4	**5**	Level	19	HP	1780	MP	0
Strength	23	Defence	20	Magic	0	Magic Def.	0	Fire	-	Lightning	ABS	Gravity	-		
Agility	71	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Budget Grenade x1	**Bribe**	Normal	-									
Gil	60	Rare	Silence Grenade x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Doom													
	Resistance:	Eject (2%)													
Drop	Normal	Budget Grenade x1	EXP	AP	Gil										
50%	Rare	Silence Grenade x1	63	1	30										

MACHINA LEADER

Location	New Cave, Via Infinito														
Oversoul	-	Class	Machina	Chapters	1	2	3	4	**5**	Level	46	HP	2774	MP	0
Strength	32	Defence	0	Magic	0	Magic Def.	0	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	99	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	S-Bomb x1	**Bribe**	Normal	-									
Gil	160	Rare	S-Bomb x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, %-Damage													
	Resistance:	Eject (2%)													
Drop	Normal	Sleep Grenade x1	EXP	AP	Gil										
50%	Rare	Dark Grenade x1	450	1	120										

MACHINA PANZER

Location	New Cave														
Oversoul	-	Class	Machina	Chapters	1	2	3	4	**5**	Level	45	HP	30500	MP	1247
Strength	53	Defence	72	Magic	33	Magic Def.	72	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	89	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Oath Veil x1	**Bribe**	Normal	-									
Gil	2500	Rare	Oath Veil x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, Zantetsu, Delay, %-Damage													
	Resistance:	-													
Drop	Normal	Crystal Bangle x1	EXP	AP	Gil										
100%	Rare	Crystal Bangle x1	4300	10	10000										

MACHINA RANGER

Location	Mi'ihen Highroad, Via Infinito														
Oversoul	-	Class	Machina	Chapters	1	2	**3**	4	**5**	Level	23	HP	2490	MP	0
Strength	30	Defence	20	Magic	0	Magic Def.	0	Fire	-	Lightning	ABS	Gravity	-		
Agility	92	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	S-Bomb x1	**Bribe**	Normal	-									
Gil	120	Rare	M-Bomb x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Doom													
	Resistance:	Eject (2%)													
Drop	Normal	Dark Grenade x1	EXP	AP	Gil										
25%	Rare	Silence Grenade x1	170	1	22										

MACHINA SOLDIER

Location	New Cave, Via Infinito														
Oversoul	-	Class	Machina	Chapters	1	2	3	4	**5**	Level	37	HP	3048	MP	0
Strength	32	Defence	20	Magic	0	Magic Def.	0	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	125	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	S-Bomb x1	**Bribe**	Normal	-									
Gil	160	Rare	S-Bomb x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Doom, %-Damage													
	Resistance:	Eject (2%)													
Drop	Normal	Sleep Grenade x1	EXP	AP	Gil										
50%	Rare	Silence Grenade x1	450	1	120										

MACHINA STRIKER

Location	New Cave, Via Infinito														
Oversoul	-	Class	Machina	Chapters	1	2	3	4	**5**	Level	40	HP	6722	MP	0
Strength	32	Defence	101	Magic	18	Magic Def.	20	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	126	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	x2	Holy	IMM		
Steal	50%	Normal	L-Bomb x1	**Bribe**	Normal	-									
Gil	600	Rare	L-Bomb x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Eject (78%), Zantetsu (22%)													
Drop	Normal	L-Bomb x3	EXP	AP	Gil										
50%	Rare	Petrify Grenade x1	1400	1	400										

MALBORO

Location	Besaid Island, Thunder Plains, Via Infinito

Oversoul	✓	Class	Malboro	Chapters	1	2	**3**	**4**	**5**	Level	30 (37)	HP	5877 (6171)	MP	110 (110)

Strength	61 (61)	Defence	14 (14)	Magic	57 (57)	Magic Def.	8 (8)	Fire	-	Lightning	-	Gravity	IMM
Agility	73 (95)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Hi-Potion x1 (Remedy x8)	**Bribe**	Normal	Remedy x40 (Beaded Brooch x1)
Gil	880 (1600)	Rare	Hi-Potion x2 (Remedy x10)		Rare	Remedy x60 (Beaded Brooch x1)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Eject (14%), Zantetsu (16%)

Drop	Normal	Remedy x2 (Twist Headband x1)	EXP	AP	Gil
100% (100%)	Rare	Remedy x3 (Twist Headband x1)	310 (540)	1 (2)	370 (480)

MEGA TONBERRY

Location	Via Infinito

Oversoul	✓	Class	Tonberry	Chapters	1	2	3	4	**5**	Level	90 (99)	HP	48600 (51030)	MP	0 (0)

Strength	255 (255)	Defence	200 (200)	Magic	67 (67)	Magic Def.	200 (200)	Fire	-	Lightning	-	Gravity	IMM
Agility	104 (135)	Luck	12 (15)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-

Steal	25% (13%)	Normal	Turbo Ether x1 (Turbo Ether x1)	**Bribe**	Normal	Sword Lore x3 (Sword Lore x6)
Gil	3300 (6000)	Rare	Turbo Ether x2 (Turbo Ether x2)		Rare	Sword Lore x4 (Sword Lore x8)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, (Berserk), Curse, Auto-Life, Haste, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Eject (59%), Zantetsu (39%)

Drop	Normal	Twin Stars x1 (Twin Stars x2)	EXP	AP	Gil
100% (100%)	Rare	Power Gloves x1 (Power Gloves x2)	2600 (3300)	2 (3)	600 (1800)

MONOLITH

Location	Farplane, Via Infinito

Oversoul	-	Class	Doomstone	Chapters	1	2	3	4	**5**	Level	38	HP	7143	MP	9999

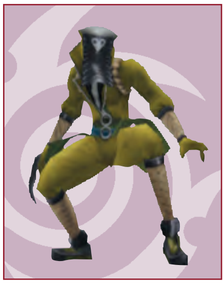
Strength	48	Defence	71	Magic	79	Magic Def.	1	Fire	IMM	Lightning	IMM	Gravity	ABS
Agility	84	Luck	3	Evasion	0	Accuracy	0	Ice	IMM	Water	x2	Holy	x2

Steal	100%	Normal	Phoenix Down x2	**Bribe**	Normal	Safety Bit x2
Gil	1420	Rare	Phoenix Down x3		Rare	Safety Bit x3

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Curse, Auto-Life, Slow, Stop, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, %-Damage
	Resistance:	Eject (13%), Zantetsu (6%)

Drop	Normal	Hi-Potion x3	EXP	AP	Gil
50%	Rare	Hi-Potion x4	1420	1	460

MR. GOON



Location	Zanarkand Ruins

Oversoul	-	Class	-	Chapters	**1**	2	3	4	5	Level	6	HP	120	MP	28

Strength	19	Defence	5	Magic	6	Magic Def.	5	Fire	-	Lightning	-	Gravity	-
Agility	52	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	Grenade x2
Gil	80	Rare	Budget Grenade x2		Rare	S-Bomb x2

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Grenade x1	8	1	30

MS. GOON

Location	Zanarkand Ruins

Oversoul	-	Class	-	Chapters	**1**	2	3	4	5	Level	4	HP	80	MP	85

Strength	16	Defence	4	Magic	6	Magic Def.	8	Fire	-	Lightning	-	Gravity	-
Agility	60	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	Grenade x2
Gil	80	Rare	Budget Grenade x2		Rare	S-Bomb x2

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Grenade x1	8	1	30

MUSHROOM CLOUD

Location	Via Infinito

Oversoul	✓	Class	Fungus	Chapters	1	2	3	4	**5**	Level	81 (97)	HP	9999 (10998)	MP	270 (270)

Strength	1 (1)	Defence	138 (138)	Magic	32 (82)	Magic Def.	240 (240)	Fire	x2	Lightning	-	Gravity	IMM
Agility	78 (94)	Luck	7 (9)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-

Steal	25% (13%)	Normal	Ether x1 (Ether x1)	**Bribe**	Normal	Regal Crown x7 (Nature's Tome x2)
Gil	520 (1000)	Rare	Ether x2 (Ether x2)		Rare	Nature´s Tome x1 (Nature's Tome x2)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Eject (33%), Zantetsu (16%)
	ASE:	(MP 0), Regen

Drop	Normal	Mana Tonic x1 (Remedy x2)	EXP	AP	Gil
100% (100%)	Rare	Remedy x2 (Remedy x4)	1100 (2000)	1 (2)	320 (1000)

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PAI – RHY
RUF – SKI
SPI – VES
VIP – YAC
YAC – ZUR

MYCOTOXIN

Location	Mi'ihen Highroad, Mt. Gagazet, Zanarkand Ruins														
Oversoul	✓	Class	Fungus	Chapters	1	2	**3**	4	**5**	Level	29 (34)	HP	810 (3240)	MP	120 (120)
Strength	1 (1)	Defence	4 (4)	Magic	20 (21)	Magic Def.	42 (42)	Fire	x2	Lightning	-	Gravity	-		
Agility	43 (47)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-		
Steal	100% (100%)	Normal	Antidote x2 (NulTide Ring x1)	**Bribe**	Normal	Star Pendant x1 (Star Pendant x3)									
Gil	280 (550)	Rare	Antidote x3 (NulTide Ring x1)		Rare	Star Pendant x1 (Star Pendant x4)									
Characteristic	Immunity:	Sleep, Darkness, (Confusion), Berserk, Curse, Auto-Life													
	Resistance:	Death (8%), Petrification (16%), Eject (2%)													
Drop	Normal	Antidote x2 (Antidote x4)	EXP	AP	Gil										
25% (100%)	Rare	NulTide Ring x1 (Antidote x1)	212 (276)	1 (2)	83 (152)										

NASHORN

Location	Bikanel Desert, Calm Lands, Zanarkand Ruins														
Oversoul	✓	Class	Ruminant	Chapters	**1**	**2**	3	4	**5**	Level	10 (12)	HP	482 (1928)	MP	0 (0)
Strength	72 (72)	Defence	2 (2)	Magic	10 (10)	Magic Def.	3 (3)	Fire	-	Lightning	-	Gravity	-		
Agility	65 (72)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Mega Phoenix x2)	**Bribe**	Normal	Hi-Potion x6 (NulBlaze Ring x1)									
Gil	85 (180)	Rare	Phoenix Down x1 (Mega Phoenix x2)		Rare	Hi-Potion x6 (Crimson Ring x1)									
Characteristic	Immunity:	Sleep, Poison, (Confusion), Curse, Auto-Life, Doom													
	Resistance:	Eject (8%), Zantetsu (2%)													
Drop	Normal	Potion x1 (Hi-Potion x3)	EXP	AP	Gil										
77% (100%)	Rare	Phoenix Down x1 (Hi-Potion x4)	33 (63)	1 (2)	22 (53)										

OCHU

Location	Thunder Plains, Via Infinito														
Oversoul	✓	Class	Ochu	Chapters	**1**	**2**	3	4	**5**	Level	18 (22)	HP	1480 (3755)	MP	62 (62)
Strength	24 (26)	Defence	22 (22)	Magic	42 (42)	Magic Def.	18 (18)	Fire	x2	Lightning	-	Gravity	IMM		
Agility	41 (49)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-		
Steal	100% (100%)	Normal	Antidote x1 (Mute Shock x1)	**Bribe**	Normal	Black Choker x1 (Faerie Earrings x2)									
Gil	290 (600)	Rare	Twist Headband x1 (Mute Shock x1)		Rare	Black Choker x1 (Faerie Earrings x3)									
Characteristic	Immunity:	Petrification, Poison, (Confusion), (Berserk), Curse, Auto-Life, Slow, Stop, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Death (39%), Sleep (39%), Silence (20%), Darkness (27%), Eject (11%), Zantetsu (2%)													
Drop	Normal	Antidote x2 (Blind Shock x1)	EXP	AP	Gil										
88% (100%)	Rare	Twist Headband x1 (Blind Shock x1)	124 (280)	1 (2)	133 (240)										

OMEGA WEAPON

Location	Farplane, Via Infinito														
Oversoul	✓	Class	Weapon	Chapters	1	2	3	4	**5**	Level	81 (83)	HP	24200 (25410)	MP	9999 (9999)
Strength	68 (77)	Defence	43 (43)	Magic	51 (55)	Magic Def.	38 (38)	Fire	-	Lightning	-	Gravity	IMM		
Agility	109 (122)	Luck	4 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (50%)	Normal	Turbo Ether x1 (Faerie Earrings x1)	**Bribe**	Normal	Three Stars x30 (Ribbon x1)									
Gil	1300 (2800)	Rare	Turbo Ether x2 (Faerie Earrings x1)		Rare	Ribbon x1 (Ribbon x1)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Eject (90%), Zantetsu (47%)													
Drop	Normal	Safety Bit x1 (Safety Bit x1)	EXP	AP	Gil										
100% (100%)	Rare	Elixir x1 (Safety Bit x1)	3350 (4230)	1 (2)	5000 (5000)										

ORMI

Location	Mt. Gagazet														
Oversoul	-	Class	-	Chapters	**1**	2	3	4	5	Level	3	HP	130	MP	10
Strength	16	Defence	72	Magic	8	Magic Def.	0	Fire	-	Lightning	-	Gravity	IMM		
Agility	42	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	75%	Normal	Gauntlets x1	**Bribe**	Normal	-									
Gil	280	Rare	Gauntlets x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage													
	Resistance:	Zantetsu (20%)													
Drop	Normal	Potion x1	EXP	AP	Gil										
50%	Rare	Phoenix Down x1	10	1	80										

ORMI

Location	Guadosalam														
Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	19	HP	1640	MP	40
Strength	80	Defence	120	Magic	20	Magic Def.	4	Fire	-	Lightning	-	Gravity	IMM		
Agility	63	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	75%	Normal	X-Potion x1	**Bribe**	Normal	-									
Gil	560	Rare	Elixir x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Confusion, Berserk, Curse, Eject, Auto-Life, Stop, Doom, %-Damage													
	Resistance:	Poison (4%), Zantetsu (20%)													
Drop	Normal	Black Choker x1	EXP	AP	Gil										
100%	Rare	Black Choker x1	220	1	220										

PAIRIKA

Location	Besaid Island, Kilika, Djose Temple

Oversoul	-	Class	Larva	Chapters	1	2	**3**	4	**5**	Level	22	HP	1130	MP	312

Strength	30	Defence	83	Magic	8	Magic Def.	82	Fire	x2	Lightning	ABS	Gravity	IMM
Agility	53	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	x2

Steal	100%	Normal	Lightning Marble x1	**Bribe**	Normal	Lightning Gleam x1
Gil	330	Rare	Yellow Ring x1		Rare	Lightning Gleam x1

Characteristic	Immunity:	Petrification, Sleep, Silence, Confusion, Berserk, Curse, Auto-Life, Stop, %-Damage
	Resistance:	Eject (6%), Zantetsu (1%)

Drop	Normal	Stamina Spring x1	EXP	AP	Gil
25%	Rare	Lightning Gleam x1	124	1	100

PEREGRINE

Location	Mi'ihen Highroad, Calm Lands, Via Infinito

Oversoul	✓	Class	Bird	Chapters	1	**2**	**3**	4	**5**	Level	12 (14)	HP	735 (3040)	MP	28 (28)

Strength	39 (40)	Defence	3 (3)	Magic	16 (16)	Magic Def.	4 (4)	Fire	-	Lightning	-	Gravity	-
Agility	113 (124)	Luck	16 (20)	Evasion	48 (63)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Hi-Potion x1 (Mega Phoenix x1)	**Bribe**	Normal	Phoenix Down x36 (Mega-Potion x8)
Gil	175 (360)	Rare	Phoenix Down x3 (Mega Phoenix x2)		Rare	Phoenix Down x40 (Mega-Potion x10)

Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Eject (3%)

Drop	Normal	Hi-Potion x1 (Mega Phoenix x1)	EXP	AP	Gil
50% (100%)	Rare	Hi-Potion x2 (Mega Phoenix x2)	70 (110)	1 (2)	44 (83)

PHANTOM

Location	Ruin Depths, Via Infinito

Oversoul	-	Class	Revenant	Chapters	1	2	3	4	**5**	Level	44	HP	1755	MP	852

Strength	33	Defence	84	Magic	25	Magic Def.	62	Fire	x2	Lightning	-	Gravity	ABS
Agility	73	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	x2

Steal	50%	Normal	Hi-Potion x1	**Bribe**	Normal	Mega-Potion x5
Gil	700	Rare	Hi-Potion x2		Rare	Mega-Potion x6

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Delay, %-Damage
	Resistance:	Eject (12%), Zantetsu (6%)

Drop	Normal	Phoenix Down x1	EXP	AP	Gil
100%	Rare	Phoenix Down x2	950	1	140

POP FRY

Location	Bikanel Desert, Via Infinito

Oversoul	-	Class	Machina	Chapters	1	2	**3**	4	**5**	Level	30	HP	4293	MP	0

Strength	27	Defence	76	Magic	0	Magic Def.	10	Fire	-	Lightning	ABS	Gravity	IMM
Agility	115	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	x2	Holy	-

Steal	50%	Normal	Sleep Grenade x1	**Bribe**	Normal	-
Gil	300	Rare	Petrify Grenade x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, Delay, %-Damage
	Resistance:	Eject (78%), Zantetsu (22%)

Drop	Normal	Sleep Grenade x1	EXP	AP	Gil
50%	Rare	Petrify Grenade x1	220	1	100

PROTEAN GEL

Location	Macalania Woods, Calm Lands, Via Infinito

Oversoul	✓	Class	Gel	Chapters	1	2	**3**	4	**5**	Level	40 (48)	HP	6680 (16700)	MP	9999 (9999)

Strength	22 (22)	Defence	255 (250)	Magic	34 (34)	Magic Def.	0 (0)	Fire	x1/2	Lightning	x2	Gravity	IMM
Agility	89 (107)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x1/2	Water	ABS	Holy	-

Steal	100% (100%)	Normal	Blue Ring x1 (Short Circuit x1)	**Bribe**	Normal	Black Lore x1 (Black Lore x1)
Gil	1000 (2200)	Rare	NulTide Ring x1 (Short Circuit x1)		Rare	Black Lore x1 (Black Lore x2)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Eject (78%), Zantetsu (12%)
	ASE:	Null Physical

Drop	Normal	White Ring x1 (Cerulean Ring x1)	EXP	AP	Gil
50% (100%)	Rare	NulFrost Ring x1 (Cerulean Ring x1)	1800 (2400)	1 (2)	380 (580)

* Elemental features are changed during battle.

PROTOCHIMERA

Location	Kilika, Moonflow, Mt. Gagazet

Oversoul	✓	Class	Chimera	Chapters	**1**	**2**	**3**	4	**5**	Level	14 (17)	HP	420 (1680)	MP	210 (210)

Strength	52 (52)	Defence	2 (2)	Magic	42 (42)	Magic Def.	6 (6)	Fire	-	Lightning	IMM	Gravity	IMM
Agility	68 (75)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Potion x1 (NulFrost Ring x1)	**Bribe**	Normal	Fire Gem x2 (NulShock Ring x1)
Gil	240 (520)	Rare	Yellow Ring x1 (NulTide Ring x1)		Rare	Red Ring x1 (Tetra Band x1)

Characteristic	Immunity:	Sleep, Silence, Darkness, Poison, Curse, Auto-Life, %-Damage
	Resistance:	Death (8%), Petrification (20%), Confusion (4%), Eject (9%), Zantetsu (3%)

Drop	Normal	Potion x1 (NulShock Ring x1)	EXP	AP	Gil
50% (100%)	Rare	Phoenix Down x1 (NulBlaze Ring x1)	80 (144)	1 (2)	120 (210)

PURPUREA

Location	Besaid Island, Mi'ihen Highroad, Via Infinito														
Oversoul	✓	Class	Plant	Chapters	**1**	**2**	3	4	**5**	Level	6 (9)	HP	196 (784)	MP	0 (0)
Strength	16 (18)	Defence	6 (6)	Magic	0 (0)	Magic Def.	2 (2)	Fire	x2	Lightning	-	Gravity	-		
Agility	64 (70)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-		
Steal	100% (100%)	Normal	Echo Screen x1 (Echo Screen x2)	**Bribe**	Normal	Remedy x1 (Remedy x4)									
Gil	72 (160)	Rare	Remedy x1 (Remedy x2)		Rare	Remedy x2 (Remedy x5)									
Characteristic	Immunity:	Darkness, Poison, Confusion, (Berserk), Curse, Auto-Life													
	Resistance:	Eject (7%)													
Drop	Normal	Echo Screen x1 (Remedy x3)	EXP	AP	Gil										
50% (100%)	Rare	Echo Screen x2 (Remedy x4)	14 (40)	1 (2)	18 (55)										

QUADRICORN

Location	Mi'ihen Highroad, Moonflow, Mt. Gagazet														
Oversoul	✓	Class	Ruminant	Chapters	**1**	**2**	3	4	**5**	Level	5 (6)	HP	188 (752)	MP	0 (0)
Strength	15 (15)	Defence	1 (1)	Magic	6 (6)	Magic Def.	1 (1)	Fire	-	Lightning	-	Gravity	-		
Agility	42 (46)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Budget Grenade x1 (Hi-Potion x1)	**Bribe**	Normal	Budget Grenade x20 (Mega Phoenix x2)									
Gil	320 (460)	Rare	Phoenix Down x1 (Hi-Potion x2)		Rare	Budget Grenade x24 (Mega Phoenix x2)									
Characteristic	Immunity:	(Confusion), Curse, Auto-Life													
	Resistance:	Eject (8%), Zantetsu (2%)													
Drop	Normal	Potion x1 (Hi-Potion x3)	EXP	AP	Gil										
100% (100%)	Rare	Phoenix Down x1 (Hi-Potion x4)	4 (16)	1 (2)	13 (72)										

QUEEN COEURL

Location	Besaid Island, Kilika, Mi'ihen Highroad														
Oversoul	✓	Class	Coeurl	Chapters	1	**2**	**3**	4	**5**	Level	24 (30)	HP	3270 (12480)	MP	1340 (1400)
Strength	12 (12)	Defence	0 (0)	Magic	19 (36)	Magic Def.	145 (185)	Fire	-	Lightning	-	Gravity	IMM		
Agility	77 (85)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Phoenix Down x1 (Mortal Shock x1)	**Bribe**	Normal	Ether x30 (Turbo Ether x40)									
Gil	800 (1750)	Rare	Ether x1 (Mortal Shock x1)		Rare	Ether x40 (Turbo Ether x60)									
Characteristic	Immunity:	Petrification, Sleep, Darkness, Berserk, Curse, Auto-Life, Slow, Stop, (Magic +/-), Magic Def. +/-, Doom, Delay, %-Damage													
	Resistance:	Death (24%), Silence (16%), Poison (39%), Confusion (12%), Eject (13%), Zantetsu (5%)													
Drop	Normal	Phoenix Down x2 (Ether x4)	EXP	AP	Gil										
50% (100%)	Rare	Ether x1 (Ether x5)	208 (405)	1 (2)	330 (610)										

RECOIL

Location	Mt. Gagazet, Via Infinito														
Oversoul	-	Class	Bandoleer	Chapters	**1**	2	3	4	**5**	Level	2	HP	38	MP	0
Strength	12	Defence	0	Magic	0	Magic Def.	0	Fire	-	Lightning	-	Gravity	-		
Agility	40	Luck	1	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	-									
Gil	80	Rare	Phoenix Down x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Curse, Auto-Life, Doom													
	Resistance:	-													
Drop	Normal	Potion x1	EXP	AP	Gil										
50%	Rare	Phoenix Down x1	1	1	10										

RED ELEMENTAL

Location	Kilika, Mushroom Rock, Macalania Woods														
Oversoul	✓	Class	Elemental	Chapters	**1**	**2**	3	4	**5**	Level	9 (11)	HP	99 (336)	MP	330 (330)
Strength	1 (1)	Defence	192 (205)	Magic	21 (21)	Magic Def.	111 (111)	Fire	ABS	Lightning	IMM	Gravity	-		
Agility	76 (84)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	IMM	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Bomb Core x2)	**Bribe**	Normal	Bomb Fragment x4 (Fire Gem x6)									
Gil	110 (220)	Rare	Bomb Fragment x1 (Bomb Core x3)		Rare	Bomb Core x4 (Fire Gem x8)									
Characteristic	Immunity:	Petrification, Sleep, Confusion, Berserk, Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (2%)													
Drop	Normal	Potion x1 (Bomb Core x2)	EXP	AP	Gil										
50% (100%)	Rare	Bomb Fragment x1 (Bomb Core x3)	28 (52)	1 (2)	25 (43)										

RHYOS

Location	Thunder Plains, Macalania Woods, Calm Lands														
Oversoul	✓	Class	Chimera	Chapters	1	2	**3**	4	**5**	Level	31 (34)	HP	4360 (14440)	MP	485 (485)
Strength	37 (38)	Defence	46 (48)	Magic	45 (46)	Magic Def.	50 (50)	Fire	x1/2	Lightning	IMM	Gravity	IMM		
Agility	93 (108)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-		
Steal	50% (100%)	Normal	Lightning Gem x1 (Lightning Gleam x1)	**Bribe**	Normal	Electrocutioner x1 (Tetra Gloves x2)									
Gil	558 (1305)	Rare	Lightning Gleam x1 (Lightning Gleam x1)		Rare	Electrocutioner x1 (Tetra Gloves x3)									
Characteristic	Immunity:	Death, Sleep, Silence, Darkness, Poison, Curse, Auto-Life, Stop, Doom, %-Damage													
	Resistance:	Petrification (24%), Confusion (24%), Eject (9%), Zantetsu (3%)													
Drop	Normal	Lightning Gem x1 (NulTide Ring x1)	EXP	AP	Gil										
50% (100%)	Rare	Watery Gleam x1 (NulTide Ring x1)	650 (1000)	1 (2)	310 (550)										

RUFFIAN

Location	Moonflow														
Oversoul	-	Class	-	Chapters	1	2	**3**	**4**	**5**	Level	26	HP	1480	MP	45
Strength	33	Defence	50	Magic	17	Magic Def.	3	Fire	-	Lightning	-	Gravity	-		
Agility	68	Luck	3	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Grenade x1	**Bribe**	Normal	Mega Phoenix x3									
Gil	480	Rare	S-Bomb x1		Rare	Mega Phoenix x3									
Characteristic	Immunity:	Curse, Auto-Life													
	Resistance:	-													
Drop	Normal	Potion x2	EXP	AP	Gil										
7%	Rare	Ether x1	90	1	250										

RUKH

Location	Djose Temple, Mt. Gagazet, Via Infinito														
Oversoul	✓	Class	Roc	Chapters	1	2	**3**	4	**5**	Level	36 (43)	HP	12850 (16493)	MP	112 (112)
Strength	98 (98)	Defence	44 (44)	Magic	28 (28)	Magic Def.	255 (255)	Fire	-	Lightning	-	Gravity	IMM		
Agility	66 (86)	Luck	3 (4)	Evasion	23 (38)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (100%)	Normal	Phoenix Down x2 (Angel Earrings x1)	**Bribe**	Normal	Mega Phoenix x30 (Mega Phoenix x30)									
Gil	1000 (2000)	Rare	Ether x1 (Angel Earrings x1)		Rare	Mega Phoenix x35 (Mega Phoenix x40)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Eject (16%), Zantetsu (7%)													
	ASE:	Null Magic													
Drop	Normal	Phoenix Down x2 (Mega Phoenix x2)	EXP	AP	Gil										
25% (100%)	Rare	Angel Earrings x1 (Mega Phoenix x2)	1220 (2130)	1 (2)	530 (840)										

SAHAGIN

Location	Besaid Island, Bikanel Desert, Via Infinito														
Oversoul	✓	Class	Sahagin	Chapters	**1**	**2**	3	4	**5**	Level	3 (6)	HP	60 (240)	MP	28 (28)
Strength	12 (18)	Defence	58 (58)	Magic	14 (14)	Magic Def.	62 (62)	Fire	-	Lightning	x2	Gravity	-		
Agility	68 (75)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Potion x2)	**Bribe**	Normal	Fish Scale x3 (Water Gem x4)									
Gil	80 (160)	Rare	Fish Scale x1 (Fish Scale x3)		Rare	Fish Scale x4 (Water Gem x8)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Eject (1%)													
Drop	Normal	Potion x1 (Fish Scale x3)	EXP	AP	Gil										
25% (100%)	Rare	Fish Scale x1 (Fish Scale x4)	3 (10)	1 (2)	7 (20)										

SAHAGIN CHIEF

Location	Bikanel Desert, Ruin Depths, Via Infinito														
Oversoul	✓	Class	Sahagin	Chapters	1	2	3	4	**5**	Level	42 (50)	HP	9660 (13093)	MP	65 (65)
Strength	47 (87)	Defence	37 (44)	Magic	34 (34)	Magic Def.	26 (28)	Fire	-	Lightning	x2	Gravity	IMM		
Agility	71 (92)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	ABS	Holy	-		
Steal	50% (25%)	Normal	Blue Ring x1 (Blue Ring x1)	**Bribe**	Normal	Cerulean Ring x1 (Cerulean Ring x2)									
Gil	250 (420)	Rare	NulTide Ring x1 (NulTide Ring x1)		Rare	Cerulean Ring x1 (Cerulean Ring x3)									
Characteristic	Immunity:	Death, Confusion, (Berserk), Curse, Auto-Life, Stop, Doom, Delay, %-Damage													
	Resistance:	Petrification (39%), Sleep (39%), Darkness (39%), Eject (15%), Zantetsu (7%)													
Drop	Normal	Water Gem x2 (Water Gem x4)	EXP	AP	Gil										
50% (100%)	Rare	Water Gem x3 (Water Gem x5)	300 (575)	1 (2)	105 (148)										

SAHAGIN PRINCE

Location	Via Infinito														
Oversoul	✓	Class	Sahagin	Chapters	1	2	3	4	**5**	Level	48 (58)	HP	6430 (13720)	MP	25 (25)
Strength	52 (52)	Defence	63 (64)	Magic	34 (34)	Magic Def.	61 (62)	Fire	-	Lightning	x2	Gravity	IMM		
Agility	91 (99)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	ABS	Holy	-		
Steal	50% (50%)	Normal	Phoenix Down x2 (Phoenix Down x2)	**Bribe**	Normal	X-Potion x20 (X-Potion x60)									
Gil	450 (700)	Rare	Phoenix Down x3 (Phoenix Down x3)		Rare	X-Potion x30 (X-Potion x80)									
Characteristic	Immunity:	Confusion, (Berserk), Curse, Auto-Life, Stop, Doom, Delay, %-Damage													
	Resistance:	Death (39%), Petrification (39%), Sleep (39%), Silence (39%), Darkness (39%), Poison (39%), Eject (1%)													
Drop	Normal	Hi-Potion x2 (Hi-Potion x6)	EXP	AP	Gil										
50% (50%)	Rare	Hi-Potion x3 (Hi-Potion x8)	185 (240)	1 (2)	105 (178)										

SALLET

Location	Besaid Island, Djose Temple, Bikanel Desert														
Oversoul	✓	Class	Helm	Chapters	**1**	**2**	3	4	**5**	Level	3 (4)	HP	60 (248)	MP	4 (4)
Strength	12 (13)	Defence	122 (122)	Magic	1 (1)	Magic Def.	2 (2)	Fire	-	Lightning	-	Gravity	-		
Agility	42 (46)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Potion x2)	**Bribe**	Normal	Light Curtain x1 (Light Curtain x4)									
Gil	90 (200)	Rare	Light Curtain x1 (Light Curtain x3)		Rare	Light Curtain x2 (Light Curtain x6)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Eject (5%)													
Drop	Normal	Potion x1 (Light Curtain x3)	EXP	AP	Gil										
38% (100%)	Rare	Light Curtain x1 (Light Curtain x4)	4 (12)	1 (2)	10 (32)										

SAND WORM

Location	Bikanel Desert, Via Infinito														
Oversoul	✓	Class	Worm	Chapters	1	2	**3**	4	**5**	Level	22 (26)	HP	12722 (20558)	MP	42 (42)
Strength	41 (41)	Defence	0 (0)	Magic	34 (34)	Magic Def.	0 (0)	Fire	-	Lightning	-	Gravity	IMM		
Agility	44 (62)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x2	Holy	-		

Steal	50% (50%)	Normal	Phoenix Down x1 (Stamina Tablet x1)	**Bribe**	Normal	Black Ring x2 (Bushido Lore x1)
Gil	600 (1300)	Rare	Phoenix Down x2 (Stamina Tablet x2)		Rare	Black Ring x3 (Bushido Lore x2)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Confusion, (Berserk), Curse, Auto-Life, Haste, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Eject (47%), Zantetsu (12%)

Drop	Normal	Mythril Bangle x1 (Crystal Bangle x1)	EXP	AP	Gil
25% (100%)	Rare	Mythril Gloves x1 (Crystal Bangle x1)	280 (550)	1 (2)	340 (630)

SCOUT MACHINA

Location	Mi'ihen Highroad, Via Infinito														
Oversoul	-	Class	Machina	Chapters	1	2	**3**	4	**5**	Level	27	HP	3444	MP	0
Strength	33	Defence	20	Magic	0	Magic Def.	0	Fire	-	Lightning	ABS	Gravity	-		
Agility	62	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	50%	Normal	S-Bomb x1	**Bribe**	Normal	-
Gil	130	Rare	Silence Grenade x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Doom
	Resistance:	Eject (7%)

Drop	Normal	S-Bomb x1	EXP	AP	Gil
50%	Rare	M-Bomb x1	280	1	48

SHANTAK

Location	Mi'ihen Highroad, Mt. Gagazet, Via Infinito														
Oversoul	✓	Class	Roc	Chapters	**1**	**2**	3	4	**5**	Level	16 (19)	HP	1130 (1187)	MP	47 (47)
Strength	38 (38)	Defence	2 (2)	Magic	12 (12)	Magic Def.	8 (8)	Fire	-	Lightning	-	Gravity	IMM		
Agility	62 (81)	Luck	8 (10)	Evasion	9 (11)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		

Steal	50% (50%)	Normal	Remedy x1 (Remedy x1)	**Bribe**	Normal	Silver Glasses x1 (Blind Shock x1)
Gil	520 (1000)	Rare	Black Choker x1 (Mega Phoenix x1)		Rare	Silver Glasses x1 (Blind Shock x1)

Characteristic	Immunity:	Petrification, Sleep, Darkness, Confusion, Berserk, Curse, Auto-Life, Stop, Strength +/-, Magic +/-, Delay, %-Damage
	Resistance:	Death (39%), Silence (20%), Eject (13%), Zantetsu (5%)

Drop	Normal	Phoenix Down x1 (Phoenix Down x6)	EXP	AP	Gil
100% (100%)	Rare	Phoenix Down x2 (Phoenix Down x8)	90 (200)	1 (2)	120 (220)

SHE-GOON

Location	Luca, Mt. Gagazet														
Oversoul	-	Class	-	Chapters	**1**	2	3	4	5	Level	1	HP	7	MP	38
Strength	4	Defence	3	Magic	3	Magic Def.	6	Fire	-	Lightning	-	Gravity	-		
Agility	58	Luck	4	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		

Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	Budget Grenade x1
Gil	80	Rare	Phoenix Down x1		Rare	Phoenix Down x1

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Phoenix Down x1	1	1	30

SHELL SHOCKER

Location	Moonflow, Via Infinito														
Oversoul	✓	Class	Hermit	Chapters	**1**	**2**	**3**	**4**	**5**	Level	24 (31)	HP	4700 (4935)	MP	82 (82)
Strength	71 (78)	Defence	72 (72)	Magic	68 (68)	Magic Def.	46 (46)	Fire	-	Lightning	-	Gravity	IMM		
Agility	72 (94)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		

Steal	13% (100%)	Normal	Iron Bangle x1 (Mythril Bangle x1)	**Bribe**	Normal	Black Ring x1 (Tetra Guard x1)
Gil	1300 (2500)	Rare	Mythril Gloves x1 (Mythril Bangle x1)		Rare	Black Ring x2 (Tetra Guard x2)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Defence +/-, Magic Def. +/-, Doom, %-Damage
	Resistance:	Eject (94%), Zantetsu (31%)

Drop	Normal	Black Ring x1 (Tetra Band x1)	EXP	AP	Gil
13% (100%)	Rare	Titanium Bangle x1 (Tetra Band x1)	860 (1380)	1 (2)	780 (1500)

SKINK

Location	Djose Temple, Bevelle, Calm Lands														
Oversoul	✓	Class	Reptile	Chapters	1	**2**	**3**	4	**5**	Level	25 (33)	HP	882 (2328)	MP	44 (46)
Strength	26 (31)	Defence	28 (34)	Magic	13 (13)	Magic Def.	4 (4)	Fire	-	Lightning	-	Gravity	-		
Agility	73 (78)	Luck	8 (10)	Evasion	11 (14)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-		

Steal	100% (100%)	Normal	Hi-Potion x1 (Remedy x4)	**Bribe**	Normal	Remedy x4 (Remedy x15)
Gil	330 (680)	Rare	Remedy x1 (Remedy x6)		Rare	Remedy x5 (Remedy x18)

Characteristic	Immunity:	Poison, (Confusion), (Berserk), Curse, Auto-Life
	Resistance:	Death (12%), Petrification (12%), Eject (5%)

Drop	Normal	Antidote x1 (Remedy x4)	EXP	AP	Gil
50% (100%)	Rare	Remedy x1 (Remedy x5)	108 (188)	1 (2)	78 (133)

SPINE DRAKE

Location	Besaid Island, Mushroom Rock, Thunder Plains														
Oversoul	✓	Class	Drake	Chapters	1	2	**3**	**4**	**5**	Level	26 (32)	HP	2582 (8826)	MP	82 (103)
Strength	46 (47)	Defence	92 (104)	Magic	38 (40)	Magic Def.	4 (5)	Fire	-	Lightning	-	Gravity	-		
Agility	64 (74)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	IMM	Water	-	Holy	-		
Steal	100% (100%)	Normal	Arctic Wind x1 (NulFrost Ring x1)	**Bribe**	Normal	NulFrost Ring x1 (Snow Ring x1)									
Gil	333 (650)	Rare	Ice Gem x1 (NulFrost Ring x1)		Rare	NulFrost Ring x1 (Snow Ring x2)									
Characteristic	Immunity:	Sleep, Darkness, Poison, (Confusion), (Berserk), Curse, Auto-Life, Slow, (Strength +/-)													
	Resistance:	Death (16%), Petrification (12%), Eject (7%), Zantetsu (2%)													
Drop	Normal	Arctic Wind x1 (Ice Gem x3)	EXP	AP	Gil										
25% (100%)	Rare	NulFrost Ring x1 (Ice Gem x4)	226 (378)	1 (2)	127 (208)										

STALWART

Location	Kilika, Thunder Plains, Via Infinito														
Oversoul	✓	Class	Armour	Chapters	**1**	**2**	3	4	**5**	Level	30 (36)	HP	1240 (1312)	MP	175 (175)
Strength	75 (75)	Defence	142 (142)	Magic	42 (42)	Magic Def.	13 (13)	Fire	-	Lightning	-	Gravity	IMM		
Agility	36 (46)	Luck	8 (8)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Phoenix Down x1 (Diamond Gloves x1)	**Bribe**	Normal	Shadow Gem x30 (Shadow Gem x30)									
Gil	630 (980)	Rare	Gauntlets x1 (Diamond Gloves x1)		Rare	Shadow Gem x40 (Black Ring x1)									
Characteristic	Immunity:	Death, Sleep, Silence, Darkness, Poison, Berserk, Curse, Auto-Life, Slow, Stop, Defence +/-, Magic Def. +/-, Doom, Delay, %-Damage													
	Resistance:	Petrification (39%), Confusion (20%), Eject (13%), Zantetsu (6%)													
Drop	Normal	Phoenix Down x2 (Black Ring x1)	EXP	AP	Gil										
73% (100%)	Rare	Shadow Gem x1 (Black Ring x1)	122 (202)	1 (2)	100 (210)										

TAKOUBA

Location	Moonflow, Bikanel Desert, Mt. Gagazet														
Oversoul	✓	Class	Blade	Chapters	**1**	**2**	3	4	**5**	Level	16 (19)	HP	984 (3936)	MP	0 (0)
Strength	33 (33)	Defence	5 (5)	Magic	0 (0)	Magic Def.	4 (4)	Fire	x2	Lightning	-	Gravity	IMM		
Agility	112 (123)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Phoenix Down x1 (Candle of Life x4)	**Bribe**	Normal	Candle of Life x30 (Safety Bit x1)									
Gil	320 (530)	Rare	Candle of Life x2 (Candle of Life x5)		Rare	Candle of Life x40 (Safety Bit x2)									
Characteristic	Immunity:	Sleep, Silence, (Confusion), (Berserk), Curse, Auto-Life, Defence +/-, Magic Def. +/-, %-Damage													
	Resistance:	Death (12%), Petrification (20%), Darkness (12%), Eject (8%), Zantetsu (2%)													
Drop	Normal	Phoenix Down x1 (Candle of Life x3)	EXP	AP	Gil										
70% (100%)	Rare	Phoenix Down x1 (Candle of Life x4)	75 (122)	1 (2)	110 (185)										

TAROMAITI

Location	Kilika, Djose Temple, Moonflow														
Oversoul	-	Class	Larva	Chapters	1	2	3	**4**	**5**	Level	35	HP	1782	MP	999
Strength	16	Defence	72	Magic	32	Magic Def.	66	Fire	x2	Lightning	ABS	Gravity	IMM		
Agility	64	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	x2		
Steal	100%	Normal	Antidote x2	**Bribe**	Normal	Stamina Spring x60									
Gil	520	Rare	Stamina Spring x1		Rare	Stamina Spring x99									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, %-Damage													
	Resistance:	Eject (6%), Zantetsu (1%)													
Drop	Normal	Star Pendant x1	EXP	AP	Gil										
25%	Rare	Venom Shock x1	650	1	280										

TENTACLES

Location	Macalania Woods, Via Infinito														
Oversoul	✓	Class	Cephalopod	Chapters	1	2	**3**	4	**5**	Level	35 (38)	HP	2530 (10120)	MP	64 (64)
Strength	44 (46)	Defence	38 (38)	Magic	34 (34)	Magic Def.	47 (47)	Fire	-	Lightning	-	Gravity	ABS		
Agility	61 (77)	Luck	6 (8)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	ABS	Holy	-		
Steal	50% (100%)	Normal	Phoenix Down x1 (Mega Phoenix x2)	**Bribe**	Normal	Blue Ring x1 (Mega Phoenix x16)									
Gil	380 (760)	Rare	Blue Ring x1 (Mega Phoenix x3)		Rare	Cerulean Ring x1 (Mega Phoenix x20)									
Characteristic	Immunity:	Petrification, Sleep, Curse, Auto-Life, Stop, %-Damage													
	Resistance:	Death (31%), Silence (31%), Poison (12%), Confusion (20%), Berserk (39%), Eject (5%), Zantetsu (2%)													
Drop	Normal	Phoenix Down x1 (Phoenix Down x4)	EXP	AP	Gil										
50% (100%)	Rare	Phoenix Down x2 (Phoenix Down x5)	143 (220)	1 (2)	95 (180)										

TINDALOS

Location	Farplane, Via Infinito														
Oversoul	✓	Class	Lupine	Chapters	1	2	3	4	**5**	Level	30 (36)	HP	3324 (7330)	MP	12 (12)
Strength	40 (40)	Defence	4 (8)	Magic	19 (19)	Magic Def.	3 (4)	Fire	-	Lightning	-	Gravity	IMM		
Agility	135 (152)	Luck	3 (4)	Evasion	33 (41)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (50%)	Normal	Hi-Potion x1 (Chocobo Feather x1)	**Bribe**	Normal	Chocobo Feather x20 (Chocobo Feather x30)									
Gil	660 (1200)	Rare	Hi-Potion x1 (Chocobo Feather x1)		Rare	Chocobo Feather x30 (Chocobo Feather x40)									
Characteristic	Immunity:	Sleep, (Confusion), (Berserk), Curse, Auto-Life, Stop, %-Damage													
	Resistance:	Death (31%), Eject (5%)													
Drop	Normal	Hi-Potion x1 (Sprint Shoes x1)	EXP	AP	Gil										
50% (100%)	Rare	Hi-Potion x2 (Sprint Shoes x1)	900 (985)	1 (2)	315 (550)										

TOMB

Location	Djose Temple, Calm Lands, Via Infinito														
Oversoul	-	Class	Doomstone	Chapters	1	2	**3**	4	**5**	Level	27	HP	4820	MP	999
Strength	34	Defence	64	Magic	66	Magic Def.	1	Fire	x1/2	Lightning	x1/2	Gravity	IMM		
Agility	85	Luck	3	Evasion	0	Accuracy	0	Ice	x1/2	Water	x2	Holy	x2		
Steal	50%	Normal	Remedy x1	**Bribe**	Normal	Faerie Earrings x1									
Gil	380	Rare	Black Choker x1		Rare	Faerie Earrings x1									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Curse, Auto-Life, Slow, Stop, Doom, %-Damage													
	Resistance:	Darkness (39%), Poison (39%), Confusion (39%), Berserk (20%), Eject (9%), Zantetsu (3%)													
Drop	Normal	Remedy x1	EXP	AP	Gil										
50%	Rare	White Cape x1	480	1	130										

TONBERRY

Location	Mushroom Rock, Via Infinito														
Oversoul	✓	Class	Tonberry	Chapters	**1**	**2**	3	4	**5**	Level	21 (25)	HP	9999 (39996)	MP	0 (0)
Strength	16 (16)	Defence	3 (3)	Magic	46 (46)	Magic Def.	4 (4)	Fire	-	Lightning	-	Gravity	IMM		
Agility	71 (78)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	x1/2	Holy	-		
Steal	25% (25%)	Normal	Ether x1 (Turbo Ether x1)	**Bribe**	Normal	Ether x99 (Sword Lore x3)									
Gil	1500 (3000)	Rare	Ether x1 (Turbo Ether x1)		Rare	Ether x99 (Sword Lore x4)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, (Berserk), Curse, Auto-Life, Haste, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Eject (39%), Zantetsu (24%)													
Drop	Normal	Hi-Potion x1 (Turbo Ether x2)	EXP	AP	Gil										
50% (100%)	Rare	Ether x1 (Turbo Ether x2)	120 (250)	2 (3)	300 (600)										

ULTIMA WEAPON

Location	Ruin Depths, Via Infinito														
Oversoul	✓	Class	Weapon	Chapters	1	2	3	4	**5**	Level	82 (86)	HP	34300 (67515)	MP	9999 (9999)
Strength	74 (84)	Defence	32 (82)	Magic	53 (63)	Magic Def.	33 (83)	Fire	-	Lightning	-	Gravity	IMM		
Agility	112 (155)	Luck	4 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (50%)	Normal	Supreme Gem x1 (Supreme Gem x1)	**Bribe**	Normal	Defense Bracer x8 (Ribbon x3)									
Gil	3000 (6000)	Rare	Supreme Gem x2 (Supreme Gem x2)		Rare	Ribbon x1 (Ribbon x3)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Eject (78%), Zantetsu (39%)													
Drop	Normal	Safety Bit x1 (Rune Bracer x1)	EXP	AP	Gil										
100% (100%)	Rare	Rune Bracer x1 (Crystal Bangle x1)	3350 (4230)	1 (2)	3000 (4200)										

VARAN

Location	Besaid Island, Moonflow, Thunder Plains														
Oversoul	-	Class	Imp	Chapters	1	2	3	**4**	**5**	Level	28	HP	1132	MP	480
Strength	6	Defence	22	Magic	43	Magic Def.	214	Fire	x2	Lightning	-	Gravity	-		
Agility	84	Luck	0	Evasion	42	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Dispel Tonic x1	**Bribe**	Normal	Dispel Tonic x24 (Dispel Tonic x24)									
Gil	443	Rare	Dispel Tonic x2		Rare	Dispel Tonic x30 (Dispel Tonic x30)									
Characteristic	Immunity:	Silence, Confusion, Curse, Auto-Life, Slow, Stop, Magic +/-, Doom													
	Resistance:	Death (27%), Petrification (20%), Sleep (24%), Darkness (12%), Poison (24%), Berserk (12%), Eject (5%)													
Drop	Normal	Holy Water x1	EXP	AP	Gil										
50%	Rare	Holy Water x2	410	1	240										

VERTIGO

Location	Bevelle, Via Infinito														
Oversoul	✓	Class	Evil Eye	Chapters	1	**2**	**3**	4	**5**	Level	18 (22)	HP	688 (2352)	MP	57 (57)
Strength	24 (24)	Defence	3 (3)	Magic	31 (31)	Magic Def.	7 (7)	Fire	-	Lightning	-	Gravity	-		
Agility	58 (64)	Luck	4 (5)	Evasion	14 (18)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Antidote x2 (Tarot Card x1)	**Bribe**	Normal	Silver Glasses x1 (Elixir x2)									
Gil	130 (270)	Rare	Antidote x3 (Tarot Card x1)		Rare	Silver Glasses x1 (Elixir x2)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, Slow													
	Resistance:	Eject (5%)													
Drop	Normal	Antidote x1 (Remedy x3)	EXP	AP	Gil										
50% (100%)	Rare	Holy Water x1 (Remedy x4)	65 (108)	1 (2)	36 (78)										

VESPA

Location	Calm Lands, Mt. Gagazet, Via Infinito														
Oversoul	✓	Class	Wasp	Chapters	1	2	**3**	4	**5**	Level	25 (28)	HP	983 (2758)	MP	32 (32)
Strength	36 (37)	Defence	4 (4)	Magic	6 (6)	Magic Def.	2 (2)	Fire	-	Lightning	-	Gravity	-		
Agility	101 (168)	Luck	12 (15)	Evasion	37 (47)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-		
Steal	100% (100%)	Normal	Echo Screen x2 (Star Pendant x1)	**Bribe**	Normal	Remedy x5 (Faerie Earrings x1)									
Gil	244 (460)	Rare	Poison Fang x1 (Star Pendant x1)		Rare	Remedy x6 (Faerie Earrings x1)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life, Stop, (Strength +/-)													
	Resistance:	Eject (2%)													
Drop	Normal	Antidote x2 (Poison Fang x4)	EXP	AP	Gil										
50% (100%)	Rare	Remedy x1 (Poison Fang x6)	185 (294)	1 (2)	78 (124)										

VIPER SNIPER

Location	Mt. Gagazet, Via Infinito														
Oversoul	-	Class	Bandoleer	Chapters	1	**2**	3	4	**5**	Level	18	HP	256	MP	0
Strength	32	Defence	0	Magic	0	Magic Def.	0	Fire	-	Lightning	-	Gravity	-		
Agility	73	Luck	1	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Phoenix Down x1	**Bribe**	Normal	-									
Gil	60	Rare	Phoenix Down x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Curse, Auto-Life, Doom													
	Resistance:	-													
Drop	Normal	Budget Grenade x1	EXP	AP	Gil										
50%	Rare	Grenade x1	10	1	20										

VOLCANO

Location	Farplane, Via Infinito														
Oversoul	✓	Class	Bomb	Chapters	1	2	3	4	**5**	Level	37 (44)	HP	6210 (10840)	MP	488 (488)
Strength	42 (42)	Defence	54 (54)	Magic	5 (5)	Magic Def.	8 (8)	Fire	ABS	Lightning	-	Gravity	IMM		
Agility	79 (80)	Luck	1 (1)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (50%)	Normal	Hi-Potion x1 (Fire Gem x2)	**Bribe**	Normal	Crimson Ring x2 (Soul of Thamasa x4)									
Gil	750 (1600)	Rare	NulBlaze Ring x1 (Fire Gem x3)		Rare	Soul of Thamasa x1 (Soul of Thamasa x6)									
Characteristic	Immunity:	Sleep, Silence, Confusion, Berserk, Curse, Auto-Life, Delay, %-Damage													
	Resistance:	Death (39%), Petrification (31%), Eject (6%), Zantetsu (1%)													
Drop	Normal	Fire Gem x4 (Crimson Ring x1)	EXP	AP	Gil										
100% (100%)	Rare	Fire Gem x6 (Crimson Ring x1)	880 (1280)	1 (2)	330 (400)										

WASP QUEEN

Location	Bikanel Desert, Via Infinito														
Oversoul	✓	Class	Wasp	Chapters	1	2	3	4	**5**	Level	38 (46)	HP	7334 (9815)	MP	23 (23)
Strength	62 (88)	Defence	18 (28)	Magic	13 (13)	Magic Def.	3 (3)	Fire	-	Lightning	-	Gravity	IMM		
Agility	82 (124)	Luck	1 (1)	Evasion	50 (63)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (50%)	Normal	Poison Fang x2 (Poison Fang x4)	**Bribe**	Normal	Poison Fang x99 (Poison Fang x99)									
Gil	180 (380)	Rare	Poison Fang x2 (Poison Fang x4)		Rare	Poison Fang x99 (Poison Fang x99)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, (Strength +/-), Doom, Delay, %-Damage													
	Resistance:	Eject (16%), Zantetsu (9%)													
Drop	Normal	Poison Fang x2 (Poison Fang x4)	EXP	AP	Gil										
50% (100%)	Rare	Poison Fang x2 (Poison Fang x5)	230 (310)	1 (2)	98 (153)										

WATCHER-A

Location	Besaid Island, Kilika, Mi'ihen Highroad														
Oversoul	-	Class	Machina	Chapters	1	2	**3**	**4**	**5**	Level	44	HP	624	MP	512
Strength	38	Defence	55	Magic	33	Magic Def.	50	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	50	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Potion x1	**Bribe**	Normal	-									
Gil	0	Rare	Potion x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Doom, Delay, %-Damage													
	Resistance:	-													
Drop	Normal	Potion x1	EXP	AP	Gil										
13%	Rare	Hi-Potion x1	100	1	0										

WATCHER-R

Location	Besaid Island, Kilika, Mi'ihen Highroad														
Oversoul	-	Class	Machina	Chapters	1	2	**3**	**4**	**5**	Level	45	HP	620	MP	512
Strength	40	Defence	55	Magic	33	Magic Def.	50	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	50	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Potion x1	**Bribe**	Normal	-									
Gil	0	Rare	Potion x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Doom, Delay, %-Damage													
	Resistance:	-													
Drop	Normal	Potion x1	EXP	AP	Gil										
13%	Rare	Hi-Potion x1	100	1	0										

WATCHER-S

Location	Besaid Island, Kilika, Mi'ihen Highroad														
Oversoul	-	Class	Machina	Chapters	1	2	**3**	**4**	**5**	Level	44	HP	620	MP	512
Strength	40	Defence	55	Magic	33	Magic Def.	50	Fire	-	Lightning	ABS	Gravity	IMM		
Agility	50	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Potion x1	**Bribe**	Normal	-									
Gil	0	Rare	Potion x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Doom, Delay, %-Damage													
	Resistance:	-													
Drop	Normal	Potion x1	EXP	AP	Gil										
13%	Rare	Hi-Potion x1	100	1	0										

WHITE ELEMENTAL

Location	Macalania Woods, Zanarkand Ruins														
Oversoul	✓	Class	Elemental	Chapters	**1**	**2**	3	4	**5**	Level	14 (18)	HP	77 (308)	MP	155 (155)
Strength	1 (1)	Defence	198 (202)	Magic	31 (33)	Magic Def.	105 (105)	Fire	x2	Lightning	IMM	Gravity	-		
Agility	58 (64)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	ABS	Water	IMM	Holy	-		
Steal	100% (100%)	Normal	Antarctic Wind x1 (Arctic Wind x2)	**Bribe**	Normal	Ice Gem x1 (Ice Gem x8)									
Gil	104 (220)	Rare	Antarctic Wind x2 (Arctic Wind x3)		Rare	Ice Gem x2 (Ice Gem x10)									
Characteristic	Immunity:	Petrification, Sleep, Confusion, Berserk, Curse, Auto-Life, (Magic +/-)													
	Resistance:	Eject (2%)													
Drop	Normal	Potion x1 (Antarctic Wind x3)	EXP	AP	Gil										
50% (100%)	Rare	Antarctic Wind x1 (Antarctic Wind x4)	28 (53)	1 (2)	26 (50)										

WHITE FANG

Location	Mt. Gagazet, Via Infinito														
Oversoul	✓	Class	Lupine	Chapters	**1**	**2**	3	4	**5**	Level	13 (16)	HP	378 (1412)	MP	4 (4)
Strength	32 (32)	Defence	3 (3)	Magic	6 (6)	Magic Def.	1 (1)	Fire	-	Lightning	-	Gravity	-		
Agility	74 (79)	Luck	3 (4)	Evasion	6 (8)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Hi-Potion x4)	**Bribe**	Normal	Hi-Potion x4 (Chocobo Feather x3)									
Gil	160 (320)	Rare	Phoenix Down x1 (Hi-Potion x5)		Rare	Hi-Potion x5 (Chocobo Feather x4)									
Characteristic	Immunity:	Sleep, (Confusion), (Berserk), Curse, Auto-Life,													
	Resistance:	Eject (4%)													
Drop	Normal	Potion x1 (Hi-Potion x3)	EXP	AP	Gil										
38% (100%)	Rare	Hi-Potion x1 (Hi-Potion x4)	40 (78)	1 (2)	48 (90)										

WIGHT

Location	Farplane, Via Infinito														
Oversoul	-	Class	Revenant	Chapters	1	2	3	4	**5**	Level	38	HP	4278	MP	2100
Strength	12	Defence	99	Magic	48	Magic Def.	92	Fire	*	Lightning	*	Gravity	ABS		
Agility	68	Luck	2	Evasion	0	Accuracy	0	Ice	*	Water	*	Holy	x2		
Steal	100%	Normal	Stamina Spring x1	**Bribe**	Normal	Soul Spring x18									
Gil	1300	Rare	Stamina Spring x2		Rare	Soul Spring x24									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage													
	Resistance:	Eject (11%), Zantetsu (3%)													
Drop	Normal	Ether x2	EXP	AP	Gil										
25%	Rare	Ether x3	1130	1	520										

* Changes each time you encounter it.

WILD WOLF

Location	Mi'ihen Highroad, Calm Lands, Via Infinito														
Oversoul	✓	Class	Lupine	Chapters	**1**	**2**	**3**	4	**5**	Level	8 (11)	HP	185 (740)	MP	0 (0)
Strength	20 (21)	Defence	2 (2)	Magic	3 (3)	Magic Def.	1 (1)	Fire	-	Lightning	-	Gravity	-		
Agility	73 (81)	Luck	3 (4)	Evasion	3 (4)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Potion x1 (Hi-Potion x2)	**Bribe**	Normal	Phoenix Down x12 (Phoenix Down x30)									
Gil	70 (160)	Rare	Phoenix Down x1 (Phoenix Down x3)		Rare	Phoenix Down x16 (Phoenix Down x40)									
Characteristic	Immunity:	(Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Eject (4%)													
Drop	Normal	Potion x1 (Hi-Potion x3)	EXP	AP	Gil										
50% (100%)	Rare	Potion x2 (Hi-Potion x4)	10 (26)	1 (2)	12 (28)										

XIPHACTINUS

Location	Macalania Woods, Via Infinito														
Oversoul	✓	Class	Dinofish	Chapters	**1**	**2**	3	4	**5**	Level	12 (14)	HP	773 (2892)	MP	0 (0)
Strength	77 (77)	Defence	112 (112)	Magic	18 (18)	Magic Def.	0 (0)	Fire	-	Lightning	x2	Gravity	x2		
Agility	53 (58)	Luck	4 (5)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	100% (100%)	Normal	Fish Scale x1 (Water Gem x2)	**Bribe**	Normal	Water Gem x24 (Cerulean Ring x1)									
Gil	130 (220)	Rare	Fish Scale x1 (Water Gem x3)		Rare	Water Gem x30 (Cerulean Ring x1)									
Characteristic	Immunity:	Petrification, Sleep, (Confusion), (Berserk), Curse, Auto-Life													
	Resistance:	Darkness (20%), Poison (4%), Eject (5%), Zantetsu (1%)													
Drop	Normal	Fish Scale x1 (Water Gem x2)	EXP	AP	Gil										
50% (100%)	Rare	Fish Scale x2 (Water Gem x3)	77 (102)	1 (2)	30 (30)										

YAC-13

Location	Bevelle, Via Infinito														
Oversoul	-	Class	Mech	Chapters	1	**2**	3	4	**5**	Level	17	HP	1380	MP	0
Strength	31	Defence	52	Magic	29	Magic Def.	0	Fire	-	Lightning	x2	Gravity	-		
Agility	50	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	S-Bomb x1	**Bribe**	Normal	-									
Gil	240	Rare	Sleep Grenade x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Doom													
	Resistance:	Eject (7%), Zantetsu (1%)													
Drop	Normal	S-Bomb x1	EXP	AP	Gil										
50%	Rare	Silence Grenade x1	80	1	25										

YAC-62

Location	Bevelle, Via Infinito

Oversoul	-	Class	Mech	Chapters	1	2	**3**	4	**5**	Level	31	HP	4100	MP	0

Strength	42	Defence	52	Magic	58	Magic Def.	0	Fire	-	Lightning	x2	Gravity	IMM
Agility	62	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Dark Grenade x1	**Bribe**	Normal	-
Gil	300	Rare	Sleep Grenade x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Eject (7%), Zantetsu (1%)

Drop	Normal	Sleep Grenade x1	EXP	AP	Gil
50%	Rare	Dark Grenade x1	255	1	94

YAIBAL

Location	Mushroom Rock

Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	26	HP	4330	MP	48

Strength	55	Defence	47	Magic	12	Magic Def.	10	Fire	-	Lightning	-	Gravity	IMM
Agility	71	Luck	8	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Chocobo Feather x1	**Bribe**	Normal	-
Gil	1000	Rare	Chocobo Feather x2		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Darkness (8%), Poison (8%), Confusion (39%), Zantetsu (4%)

Drop	Normal	Muscle Belt x1	EXP	AP	Gil
100%	Rare	Muscle Belt x1	500	1	100

YAU-28

Location	Bevelle, Via Infinito

Oversoul	-	Class	Mech	Chapters	1	**2**	3	4	**5**	Level	18	HP	1270	MP	0

Strength	52	Defence	48	Magic	0	Magic Def.	36	Fire	-	Lightning	-	Gravity	-
Agility	81	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	50%	Normal	Grenade x1	**Bribe**	Normal	-
Gil	240	Rare	S-Bomb x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom
	Resistance:	Eject (7%), Zantetsu (2%)

Drop	Normal	S-Bomb x1	EXP	AP	Gil
100%	Rare	Dark Grenade x1	80	1	25

YAU-71

Location	Kilika, Bevelle, Via Infinito

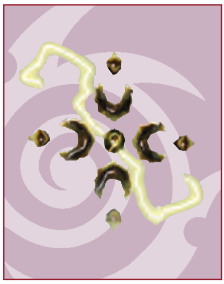
Oversoul	-	Class	Mech	Chapters	1	2	**3**	4	**5**	Level	34	HP	3800	MP	0

Strength	42	Defence	52	Magic	0	Magic Def.	36	Fire	-	Lightning	-	Gravity	IMM
Agility	89	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Silence Grenade x1	**Bribe**	Normal	-
Gil	300	Rare	Sleep Grenade x1		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Doom, %-Damage
	Resistance:	Eject (7%), Zantetsu (2%)

Drop	Normal	Sleep Grenade x1	EXP	AP	Gil
50%	Rare	Silence Grenade x1	255	1	94



YELLOW ELEMENTAL

Location	Mt. Gagazet, Via Infinito

Oversoul	✓	Class	Elemental	Chapters	**1**	2	3	4	**5**	Level	1 (2)	HP	12 (48)	MP	120 (120)

Strength	2 (2)	Defence	188 (188)	Magic	5 (5)	Magic Def.	100 (100)	Fire	IMM	Lightning	ABS	Gravity	-
Agility	62 (68)	Luck	0 (0)	Evasion	0 (0)	Accuracy	0 (0)	Ice	IMM	Water	x2	Holy	-

Steal	100% (100%)	Normal	Potion x1 (Electro Marble x1)	**Bribe**	Normal	Electro Marble x1 (Lightning Marble x2)
Gil	100 (200)	Rare	Electro Marble x1 (Lightning Marble x1)		Rare	Lightning Marble x1 (Lightning Marble x2)

Characteristic	Immunity:	Petrification, Sleep, Confusion, Berserk, Curse, Auto-Life, (Magic +/-)
	Resistance:	Eject (2%)

Drop	Normal	Potion x1 (Electro Marble x3)	EXP	AP	Gil
50% (100%)	Rare	Phoenix Down x1 (Electro Marble x4)	2 (8)	1 (2)	24 (43)

YEVON DEFENDER

Location	Kilika, Bevelle

Oversoul	-	Class	-	Chapters	**1**	**2**	3	4	5	Level	12	HP	186	MP	38

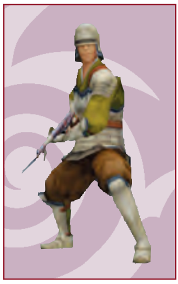
Strength	16	Defence	27	Magic	8	Magic Def.	22	Fire	-	Lightning	-	Gravity	-
Agility	49	Luck	1	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	Phoenix Down x12
Gil	100	Rare	Hi-Potion x1		Rare	X-Potion x1

Characteristic	Immunity:	Curse, Auto-Life
	Resistance:	-

Drop	Normal	Potion x1	EXP	AP	Gil
50%	Rare	Phoenix Down x1	10	1	40

YEVON GUARD



Location	Kilika, Bevelle												
Oversoul	-	Class	-	Chapters	**1** **2** 3 4 5	Level	11	HP	223	MP	22		
Strength	32	Defence	33	Magic	6	Magic Def.	27	Fire	-	Lightning	-	Gravity	-
Agility	62	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Budget Grenade x1	**Bribe**	Normal	Phoenix Down x12							
Gil	100	Rare	Hi-Potion x1		Rare	Phoenix Down x16							
Characteristic	Immunity:	Curse, Auto-Life											
	Resistance:	-											
Drop	Normal	Potion x1	EXP	AP	Gil								
50%	Rare	Phoenix Down x1	10	1	40								

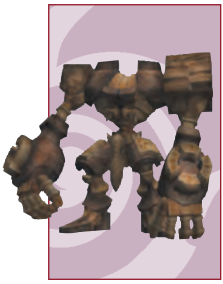
YEVON STRIKER

Location	Kilika												
Oversoul	-	Class	-	Chapters	1 2 **3** 4 **5**	Level	32	HP	1730	MP	65		
Strength	36	Defence	33	Magic	17	Magic Def.	31	Fire	-	Lightning	-	Gravity	-
Agility	73	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Holy Water x1	**Bribe**	Normal	Ether x10							
Gil	300	Rare	Ether x1		Rare	Ether x12							
Characteristic	Immunity:	Curse, Auto-Life, Slow, Stop											
	Resistance:	-											
Drop	Normal	Hi-Potion x1	EXP	AP	Gil								
50%	Rare	Phoenix Down x1	80	1	140								

YEVON'S FINEST

Location	Kilika												
Oversoul	-	Class	-	Chapters	1 2 **3** 4 **5**	Level	22	HP	1722	MP	89		
Strength	22	Defence	28	Magic	22	Magic Def.	23	Fire	-	Lightning	-	Gravity	-
Agility	62	Luck	1	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Holy Water x1	**Bribe**	Normal	X-Potion x4							
Gil	300	Rare	Fiery Gleam x1		Rare	X-Potion x5							
Characteristic	Immunity:	Curse, Auto-Life, Slow, Stop											
	Resistance:	-											
Drop	Normal	Hi-Potion x1	EXP	AP	Gil								
50%	Rare	Phoenix Down x1	80	1	140								

YSLS-99



Location	Bevelle, Via Infinito												
Oversoul	✓	Class	Defender	Chapters	1 **2** **3** 4 **5**	Level	18 (22)	HP	2775 (6838)	MP	0 (0)		
Strength	92 (92)	Defence	71 (81)	Magic	0 (0)	Magic Def.	62 (62)	Fire	-	Lightning	-	Gravity	IMM
Agility	50 (60)	Luck	2 (3)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-
Steal	50% (100%)	Normal	Mythril Gloves x1 (Power Gloves x1)	**Bribe**	Normal	-							
Gil	1000 (2000)	Rare	Defense Veil x1 (Power Gloves x1)		Rare	-							
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, %-Damage											
	Resistance:	Eject (11%), Zantetsu (3%)											
Drop	Normal	Stamina Tablet x1 (Diamond Gloves x1)	EXP	AP	Gil								
100% (100%)	Rare	Stamina Tablet x1 (Diamond Gloves x1)	200 (300)	1 (2)	400 (800)								

ZU

Location	Mi'ihen Highroad, Bikanel Desert, Via Infinito												
Oversoul	✓	Class	Roc	Chapters	1 2 **3** 4 **5**	Level	27 (32)	HP	9338 (10805)	MP	112 (112)		
Strength	72 (82)	Defence	118 (118)	Magic	28 (28)	Magic Def.	10 (10)	Fire	-	Lightning	-	Gravity	IMM
Agility	64 (83)	Luck	8 (10)	Evasion	11 (19)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-
Steal	50% (25%)	Normal	Phoenix Down x1 (Crimson Ring x1)	**Bribe**	Normal	Blind Shock x1 (Sublimator x1)							
Gil	860 (2500)	Rare	Phoenix Down x2 (Crimson Ring x1)		Rare	Blind Shock x3 (Sublimator x2)							
Characteristic	Immunity:	Petrification, Sleep, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Strength +/-, Magic +/-, Doom, Delay, %-Damage											
	Resistance:	Death (39%), Silence (20%), Eject (16%), Zantetsu (5%)											
Drop	Normal	Phoenix Down x2 (Fiery Gleam x1)	EXP	AP	Gil								
50% (100%)	Rare	Fiery Gleam x1 (Fiery Gleam x1)	730 (1320)	1 (2)	164 (340)								

ZURVAN

Location	Besaid Island, Bikanel Desert, Calm Lands												
Oversoul	-	Class	Imp	Chapters	1 2 **3** 4 **5**	Level	22	HP	583	MP	310		
Strength	1	Defence	20	Magic	41	Magic Def.	211	Fire	x2	Lightning	-	Gravity	-
Agility	83	Luck	0	Evasion	31	Accuracy	0	Ice	-	Water	-	Holy	-
Steal	100%	Normal	Dispel Tonic x1	**Bribe**	Normal	Dispel Tonic x10 (Dispel Tonic x10)							
Gil	270	Rare	Dispel Tonic x2		Rare	Dispel Tonic x12 (Dispel Tonic x12)							
Characteristic	Immunity:	Silence, Confusion, Curse, Auto-Life, Stop, Magic +/-, Doom											
	Resistance:	Death (27%), Petrification (20%), Sleep (24%), Darkness (8%), Poison (24%), Berserk (12%), Eject (4%)											
Drop	Normal	Hi-Potion x1	EXP	AP	Gil								
50%	Rare	Phoenix Down x1	88	1	70								

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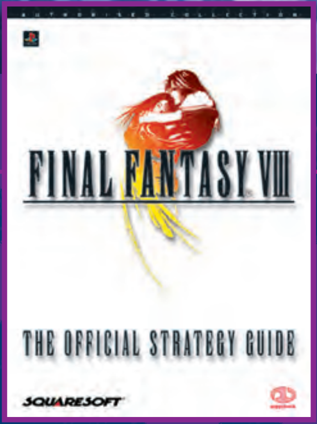
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SECRETS

SECRETS

This chapter will provide more in-depth information about the adventures that await you far from the beaten track of the main missions. Whether it's an extra scene, an entertaining mini-game, a complex secret task or a monster-infested dungeon, the following pages will detail every undiscovered aspect of the world of Final Fantasy X-2. At the end of the chapter you will find all the information you need to help you achieve as high a Completed score as possible.

SECONDARY MISSIONS CHAPTER I

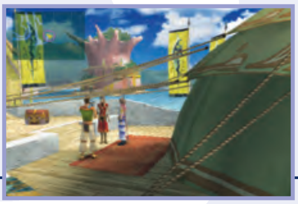
KILIKA ISLAND

The maps and key for the Kilika Island region are on on pages 67 and 89.

A CHAT WITH THE CAMERAMAN

Possible as soon as you reach Kilika Island for the first time.

Go and talk to the man with the video camera on the right-hand side of the Residential Area (Map 6-2) (Fig. 1). Reply, “Okay, thanks,” when prompted, to get a peek through the camera lens. This conversation is a prerequisite for entering the Youth League HQ in Chapter 5.


01

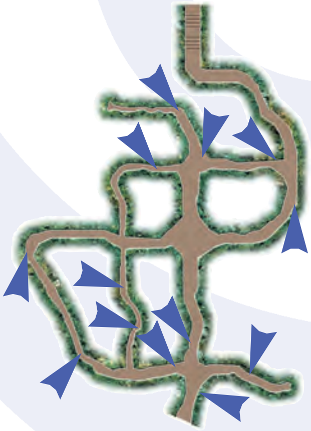
THE SEARCH FOR THE SQUATTER MONKEYS

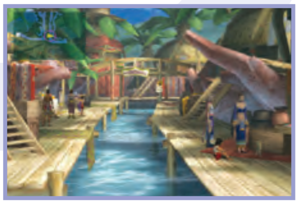
Possible when you reach the Woods (Map 6-5) on Kilika Island for the first time.

To start this mini-game, first talk to the woman playing with the monkey on the right-hand side of the Kilika Dock (Map 6-1) boardwalk (Fig. 2). She will tell you about the Squatter Monkeys and ask you to let her know if you find any in the Woods.

During the Awesome Sphere Heist mission, you can find a total of 13 Squatter Monkeys in the Woods (Map 6-5). Use the map on the right as a guide. Go to the locations indicated and listen: when you hear a squeal, press ⊗ to catch the monkey (Fig. 3).

Even if you find all 13 Squatter Monkeys in the Woods, you won’t receive your reward until Chapter 3. As soon as the location is no longer a Hotspot go back and speak to the woman in Kilika Dock (Map 6-1). You will receive the Chaos Maelstrom Garment Grid. If you failed to find all the monkeys in Chapter 1, you will not get the chance to complete the mission until Chapter 5.


The 13 Squatter Monkeys in the Woods (Map 6-5)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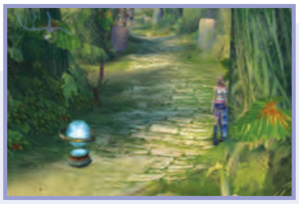
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LUCA

The remaining maps and key for the Luca region are on page 52.

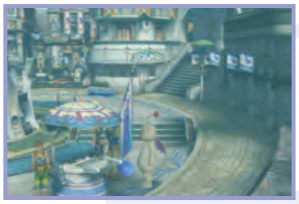
REAL COMMOTION? - MISSION: BEHIND THE SCENES

Only possible after the mission: Outrun the Leblanc Syndicate!

Once you complete this retrospective secondary mission you will have a much clearer understanding of the reasons for Yuna’s strange behaviour during the concert at the beginning of Final Fantasy X-2. Resplendent in the fetching Moogle costume, make your way from the Outskirts (Map 1-10) to the Square (Map 1-9). Talk to the man sitting on the floor next to the stall (Fig. 1) on the right side of the Square, who will give you a bunch of balloons that you must hand out to the following ten people:

1) The woman dancing next to the stall (Fig. 2).
2) The child standing in front of the large monument.
3) The elderly gentlemen sitting on the bench on the left side of the Square (Fig. 3).
4) The two young women sitting on the bench opposite the elderly gentleman.
5) The two men sitting on the floor on the left side of the Square (Fig. 4).
6) The two men in the booth, next to the two men sitting on the floor (press ⊗ to open the shutter).
7) The man in the narrow passageway to the right of the booth (Fig. 5).

Once you have handed out all ten balloons, you will receive the Healing Wind Garment Grid. The subsequent scene will be enhanced by some additional footage provided that you were previously healed by the creature cowering among the crates in Luca Dock 2 at the beginning of the game (see Walkthrough, page 53). Your Completed score will also increase.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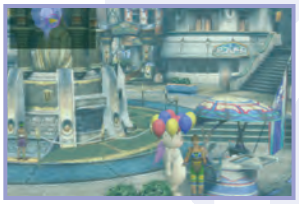
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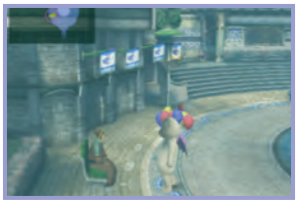
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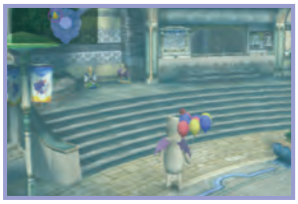
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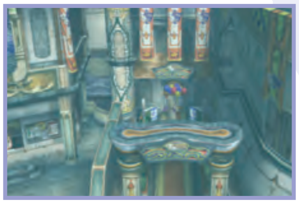
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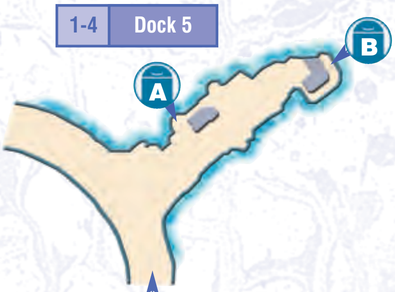
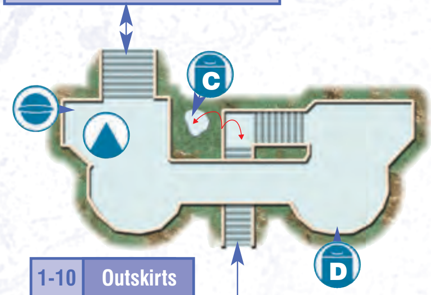
1-7 Stadium - Basement B

1-6 Stadium - Basement A

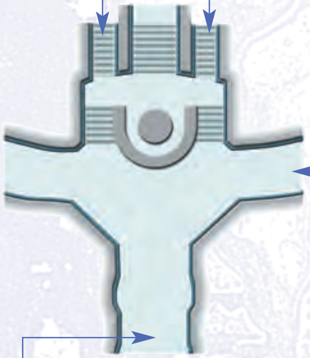
1-4 Dock 5



Mi'ihen Highroad South End



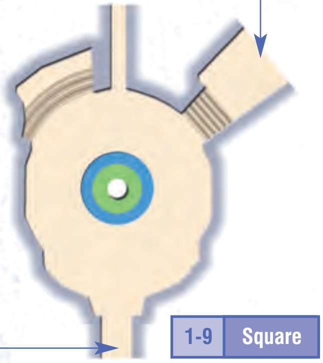
1-10 Outskirts



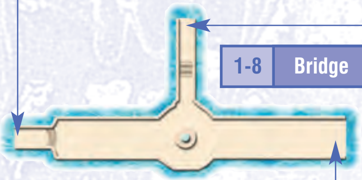
1-5 Stadium Entrance

1-12 Theatre - Reception

1-11 Theatre



1-9 Square



1-8 Bridge

KEY

	Chapter	Item	Qty.
A	5	Thunder Spawn Garment Grid	1
B	1	Thunder Spawn Garment Grid	1
B	2	Thunder Spawn Garment Grid	1
C	1	Lunar Curtain	2
C	2	Light Curtain	2
C	3	Lunar Curtain	3
D	5	Light Curtain	3

SOMETHING ELSE...

Only possible after the Luca mission: Behind the Scenes

Upon completing the mission, return to Luca and search the treasure chests for items, such as the Thunder Spawn Garment Grid in Dock 5 (Map 1-4). Also, be sure to visit Stadium – Basement A (Map 1-6). Talk to Rin (Fig. 6) to receive an Al Bhed Primer. You can then return to the Celsius from the nearest Save Sphere.

Learn the latest sphere break news by talking to the attendant at the booth in the Stadium Entrance (Map 1-5). You can obtain further information from the masked lad (Fig. 7) in Stadium – Basement B (Map 1-7). Reply, “Tell me the rules!” when prompted, to receive 5 Helm Coins, 5 Zurvan Coins, 5 Coyote Coins and 5 Flan Coins and get the opportunity to practice your sphere break skills. You can find more details on this intriguing mini-game on page 211.

06

07

Key to Maps 16-1 to 16-3

	Chapter	Item	Qty.
A	1	Phoenix Down	2
B	1	Gil	500
C	2	Gil	1000
D	1	Circlet	1
D	5	Gil	3000
E	2	Muscle Belt	1
F	2	Phoenix Down	3
G	3	Phoenix Down	4
H	3	Gil	2000
I	3	Hypno Crown	1
J	5	Phoenix Down	5
K	5	Black Belt	1
L	1	Antidote	2
M	2	Antidote	3
N	3	Hi-Potion	2
O	5	Remedy	2
P	1	Holy Water	2
Q	1	Potion	2
R	1	Iron Bangle	1
S	2	Silver Bracer	1
T	2	Hi-Potion	3
U	2	Holy Water	3
U	5	Holy Water	6
V	3	Hi-Potion	4
V	5	Titanium Bangle	1
W	3	Hi-Potion	2
X	3	Holy Water	4
Y	5	Hi-Potion	3

Key to Maps 16-4 to 16-10

	Chapter	Item	Qty.
A	1	Eye Drops	2
A	5	Soft	5
B	2	Eye Drops	3
C	3	Eye Drops	3
D	5	Remedy	2
E	5 (*1)	X-Potion	2
F	1	Potion	1
G	3	Soft	4
H	1	Phoenix Down	2
I	2	Phoenix Down	3
J	3	Phoenix Down	4
K	5 (*2)	Victor Primoris	1
L	5 (*2)	Phoenix Down	5
M	1	Budget Grenade	2
N	2	Grenade	2
O	3	S-Bomb	2
O	5	Hi-Potion	3
P	5	M-Bomb	2
Q	1	Mana Spring	1
R	2	Ether	1
S	3	Ether	2
T	1	Echo Screen	2
U	1	Soft	2
V	2	Potion	2
W	2	Echo Screen	3
W	5	Echo Screen	5
X	2	Soft	3
Y	3	Echo Screen	4
Z	3	Hi-Potion	2

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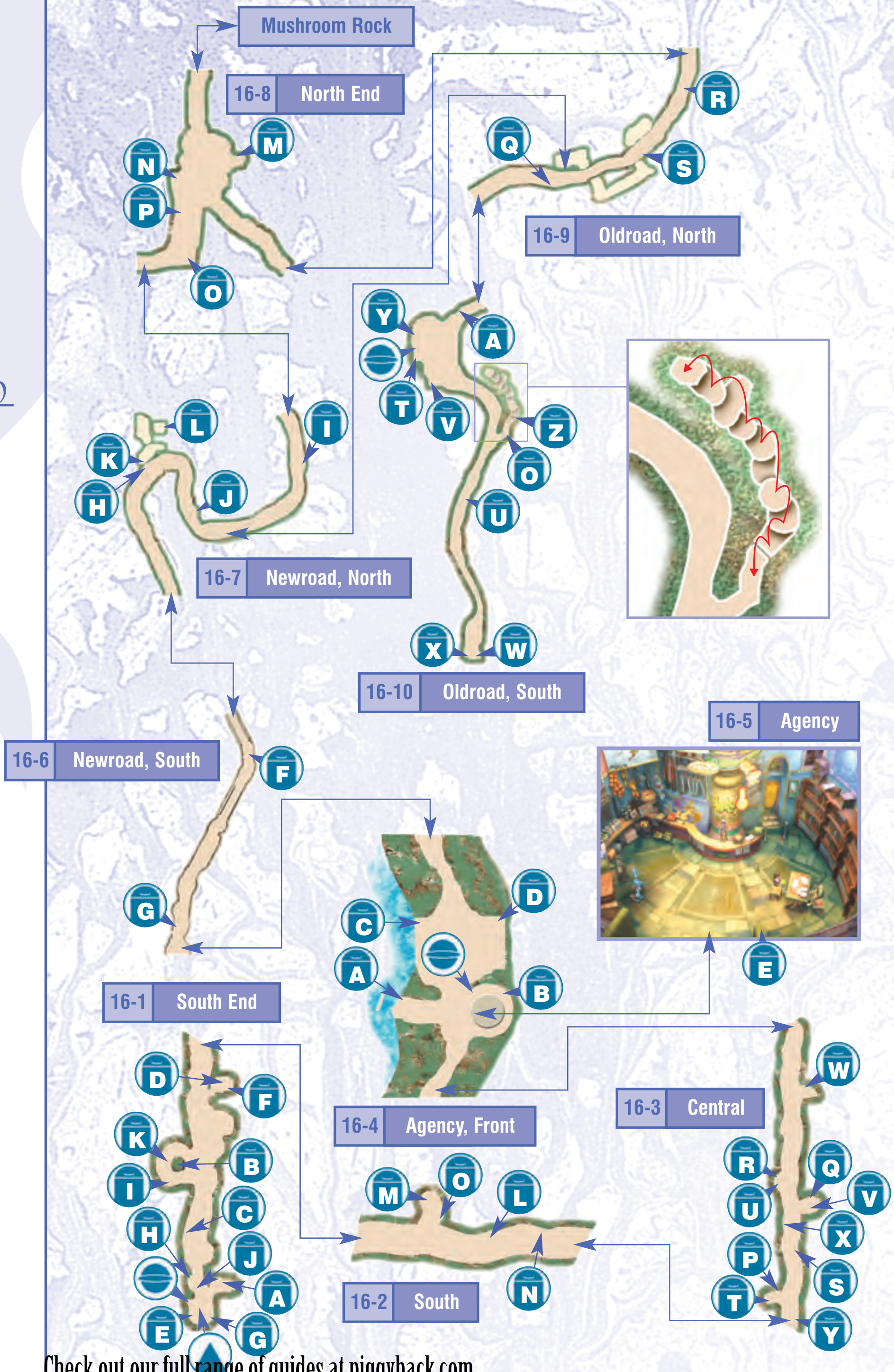
*1 = For the prerequisites here, see page 191.
*2 = Can only be obtained if you ride on a Chocobo.

MI'HEN HIGHROAD


Mushroom Rock
16-8 North End
16-9 Oldroad, North
16-7 Newroad, North
16-10 Oldroad, South
16-6 Newroad, South
16-5 Agency
16-1 South End
16-4 Agency, Front
16-3 Central
16-2 South

TREASURES AND MORE...

Only possible after the mission: Outrun the Leblanc Syndicate!

When you arrive at Mi'ihen Highroad, Yuna will recount some historical facts about the area. The scene will increase your Completed score.

After Yuna's voice-over, walk the length of the Highroad where you will find numerous treasure chests containing items. You can also visit Rin's Travel Agency (Map 16-5) to stock up, if you so wish.

In Highroad, South (Map 16-1) (Fig.1), Agency, Front (Map 16-4) (Fig. 2) and North End (Map 16-8) (Fig. 3), you can pay 30 Gil to use the Hover service to ride between the three Highroad regions. A great way to save on shoe leather and avoid random encounters.

On the Newroad, North (Map 16-7), you will meet a woman (Fig. 4) who invites you to take part in a "pop quiz" about the nearby machina. It doesn't really matter how you reply, as you won't win a prize even if you answer correctly.

SHOP: RIN'S TRAVEL AGENCY MAP 16-5

Item	Gil	Description
Potion	50	Restores 200 HP
Phoenix Down	100	Revives one character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Iron Bangle	500	Increases maximum HP by 20%
Silver Bracer	500	Increases maximum MP by 40%
Gauntlets	2500	Strength +5, Defence +5
Tiara	2500	Magic +5, Magic Defence +5

01

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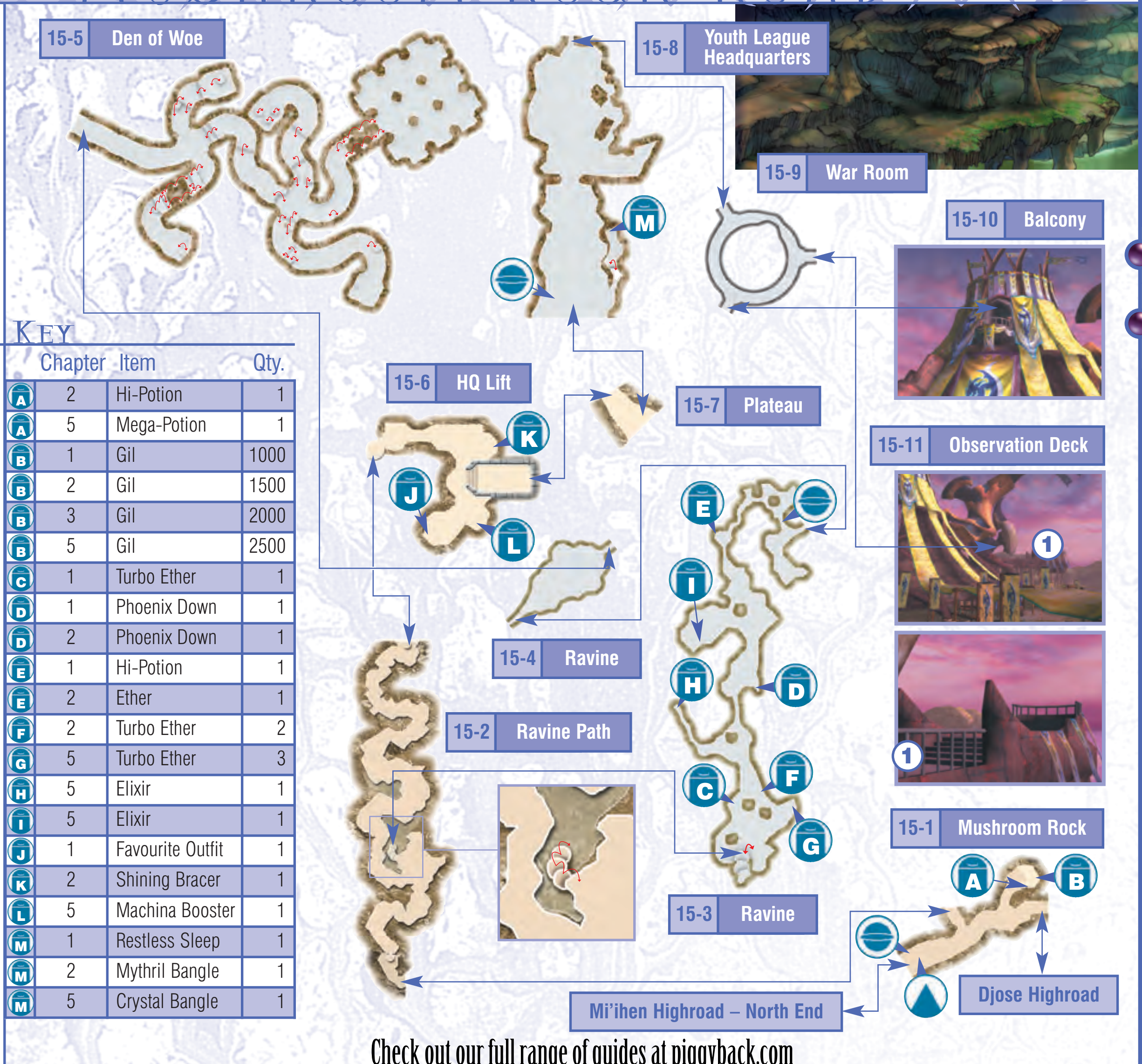
03

04

MUSHROOM ROCK ROAD


15-5 Den of Woe
15-8 Youth League Headquarters
15-9 War Room
15-10 Balcony
M
15-6 HQ Lift
15-7 Plateau
K
J
L
15-11 Observation Deck
1
E
I
15-4 Ravine
H
D
15-2 Ravine Path
C
F
G
1
15-1 Mushroom Rock
A
B
15-3 Ravine
Djose Highroad
Mi'ihen Highroad – North End

KEY

	Chapter	Item	Qty.
A	2	Hi-Potion	1
A	5	Mega-Potion	1
B	1	Gil	1000
B	2	Gil	1500
B	3	Gil	2000
B	5	Gil	2500
C	1	Turbo Ether	1
D	1	Phoenix Down	1
D	2	Phoenix Down	1
E	1	Hi-Potion	1
E	2	Ether	1
F	2	Turbo Ether	2
G	5	Turbo Ether	3
H	5	Elixir	1
I	5	Elixir	1
J	1	Favourite Outfit	1
K	2	Shining Bracer	1
L	5	Machina Booster	1
M	1	Restless Sleep	1
M	2	Mythril Bangle	1
M	5	Crystal Bangle	1

MUSHROOM ROCK FIENDS - MISSION: FOGGY FIEND FRENZY!

Only possible after the mission: Outrun the Leblanc Syndicate!

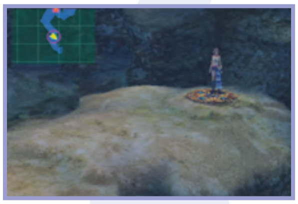
Take a few steps to the right. When you see Logos and Ormi, follow them until you reach a group of people. You may remember Yaibal from Final Fantasy X. Or you may not. Tell him that you remember him anyway, just to make him happy. When he asks if you want to face the fiends, reply "Sure, we're game."

Your mission will begin when you go down the path leading to the Youth League Headquarters. But before you set off, search the nearby treasure chest in Mushroom Rock to obtain 1000 Gil (Map 15-1).

Now follow the red arrow on the guide map along the Ravine Path (Map 15-2), step onto the stone platform (Fig. 1), and press ⊗.

When you reach the location marked on Map 15-2, jump down (Fig. 2) to reach the Ravine (Map 15-3), where you will find several treasure chests. Fiends will be waiting for you in the dark mist, but you should be able to handle them easily by now. Alternatively, you can wait until it gets lighter if you want to avoid too many random encounters. At the Save Sphere, head north (Map 15-4) (Fig. 3) where you'll receive Crimson Sphere 9. You can't enter the Den of Woe yet, so turn on your heels and retrace your steps back through the Ravine to the point where you jumped down in pursuit of Ormi and Logos. On your way, you will meet Maroda, another old acquaintance from Final Fantasy X. Be polite and tell him that you remember him too.

Follow the red arrow on the guide map until you reach another stone platform. Press ⊗ to use the lift and reach Mushroom Rock – HQ-Lift (Map 15-6). When you arrive, talk to Elma. You have now successfully completed the mission and will be rewarded with the Heart of Flame Garment Grid.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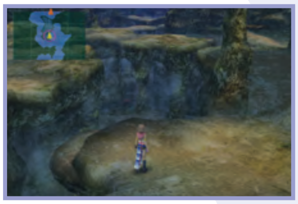
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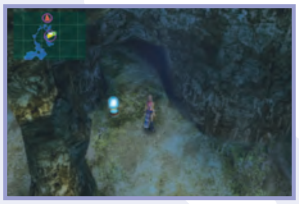

03

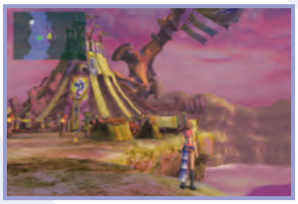
GARMENT GRIDS, STORIES AND A GUEST ON BOARD

Only possible after the mission: Foggy Fiend Frenzy!

Upon completing the mission Foggy Fiend Frenzy! open the chest containing the accessory Favourite Outfit, which is situated just a few steps further. Now ride the lift up to Mushroom Rock – Plateau (Map 15-7). Follow the red arrow and you will shortly reach your destination, the Youth League Headquarters. Before you return to the Celsius via the Save Sphere, follow the path to the right (Fig. 4) to reach a treasure chest containing the Restless Sleep Garment Grid.

Approach Youth League Headquarters (Map 15-8) and talk to Lucil twice. Then, take a deep breath and talk to Maechen, the elderly gentleman standing on the right (Fig. 5). Reply "By all means," when prompted, and listen to his rather long story. You can fast forward through some of the text passages by saying "Please, go on." Do not, under any circumstances, respond "No more, I'm begging you!" however tempting it might seem! When Maechen finally reaches the end of his story he will say "I'd like to shake your hand..." To view a bonus scene in Chapter 5, respond "Of course."

Return to Mushroom Rock (Map 15-1) (Fig. 6), where you will see Clasko. He will ask for permission to board the Celsius and travel with the Gullwings. Reply, "The more the merrier!" to invite him along for the ride. His presence will be crucial at several points in the game, especially when it comes to increasing your Completed score.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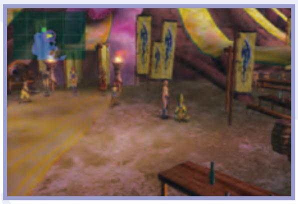
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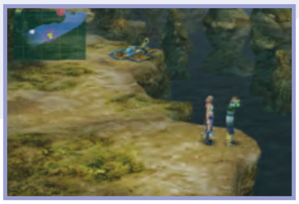

06

DJOSE TEMPLE

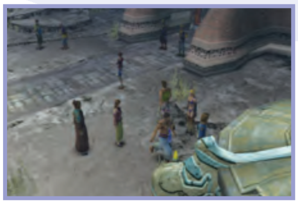
The maps and key for the Djose Temple region are on pages 72 and 91.

OBTAINING YOUR LETTER OF INTRODUCTION

You will only need your Letter of Introduction in Chapter 2, so feel free to attend to this task later on if you wish.

When you arrive outside Djose Temple (Map 8-3), you will see a queue of people to the left of the Save Sphere (Fig. 1). They are waiting to enter the tent (Map 8-4). After a short time, the first person will enter the tent. You do not need to actually join the queue, wait until the last person has gone inside the tent before entering. Approach the Reception Desk and talk to the clerk. Reply, "I want to dig!" when prompted.

Go to the Great Hall (Map 8-5) and, after a scene, you will receive another Al Bhed Primer. Follow Gippal out of the temple to Pilgrimage Road (Map 8-2) (Fig. 2). He will now give you a rather informal interview. When prompted, respond "We're sure" several times to obtain your Letter of Introduction. Before boarding the Celsius at the Save Sphere, be sure to search nearby treasure chests for items.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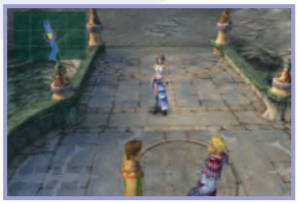
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MOONFLOW

The maps and key for the Moonflow region are on page 94.

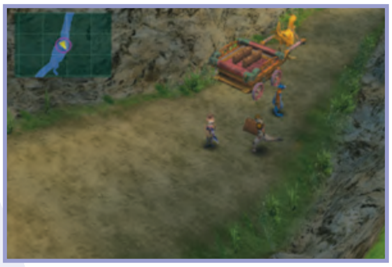
GUARD THE HYPELLO - MISSION: SHAVE THE HYPELLO?

Only possible after the mission: Outrun the Leblanc Syndicate!

Please note the following:

- If you want to obtain the Enterprise accessory on the Celsius at the beginning of Chapter 2, do not start the mission Shave The Hypello? or talk to Tobli at all.
- To obtain the Minerva's Plate accessory in Macalania Woods in Chapter 2, you must not talk to Tobli in South Bank (Map 12-2) before Shave The Hypello? In addition, you must successfully complete the mission with all bandits defeated and all cargo retrieved.
- To obtain the Kaiser Knuckles accessory in Chapter 5, successfully complete Shave The Hypello? with all bandits defeated and all cargo retrieved.
- If you don't mind missing out on the two accessories mentioned above and want to instead increase your Completed score, talk to Tobli before starting the Shave The Hypello? mission. You can then read all about Tobli in "Shinra's Dossiers" on board the Celsius.

Head south along the South Bank Road (Map 12-2). Keep going until you hear a Hypello calling out. Talk to him and the mission will start.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Follow the Chocobo wagon until the first bandit runs up and grabs some cargo. Run after him (Fig. 1), and press ⊗ when you catch up with the rogue. Win the ensuing battle and the cargo will automatically be returned to the wagon. Run in front of the wagon and continue on your way towards Moonflow.

Two more bandits will rush towards the wagon. First deal with the bandit who climbs onto the wagon, then deal with his accomplice. Repel any would-be thieves that approach the wagon until you safely reach the South Bank (Map 12-2) where you will be rewarded with the Gun Mage dressphere. Provided that you have defeated all bandits, you will also get the Circlet accessory and the Helios Guard Garment Grid. Turn left towards South Wharf (Map 12-3) and use the Save Sphere to board the Celsius.

GUADOSALAM

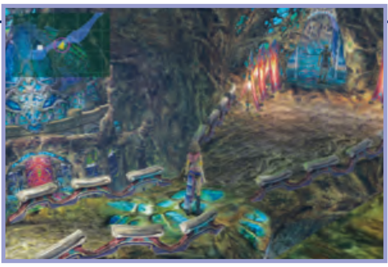
The remaining maps and key for the Guadosalam region are on pages 71 and 79.

INCREASING YOUR COMPLETED SCORE

Only possible after the mission: Outrun the Leblanc Syndicate!

When you arrive at Guadosalam for the first time, you will be treated to another informative voice-over from Yuna, which will increase your Completed score.

From the starting point (Map 7-1), head up to the narrow bridge at the top of the cave (Fig. 1). Yuna will reminisce about her past experiences on the Farplane and your Completed score will be further boosted. Go back to the Celsius via the Save Sphere.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THUNDER PLAINS

The maps and the key to the Thunder Plains region are on pages 95 to 96.

TREASURES AND MORE...

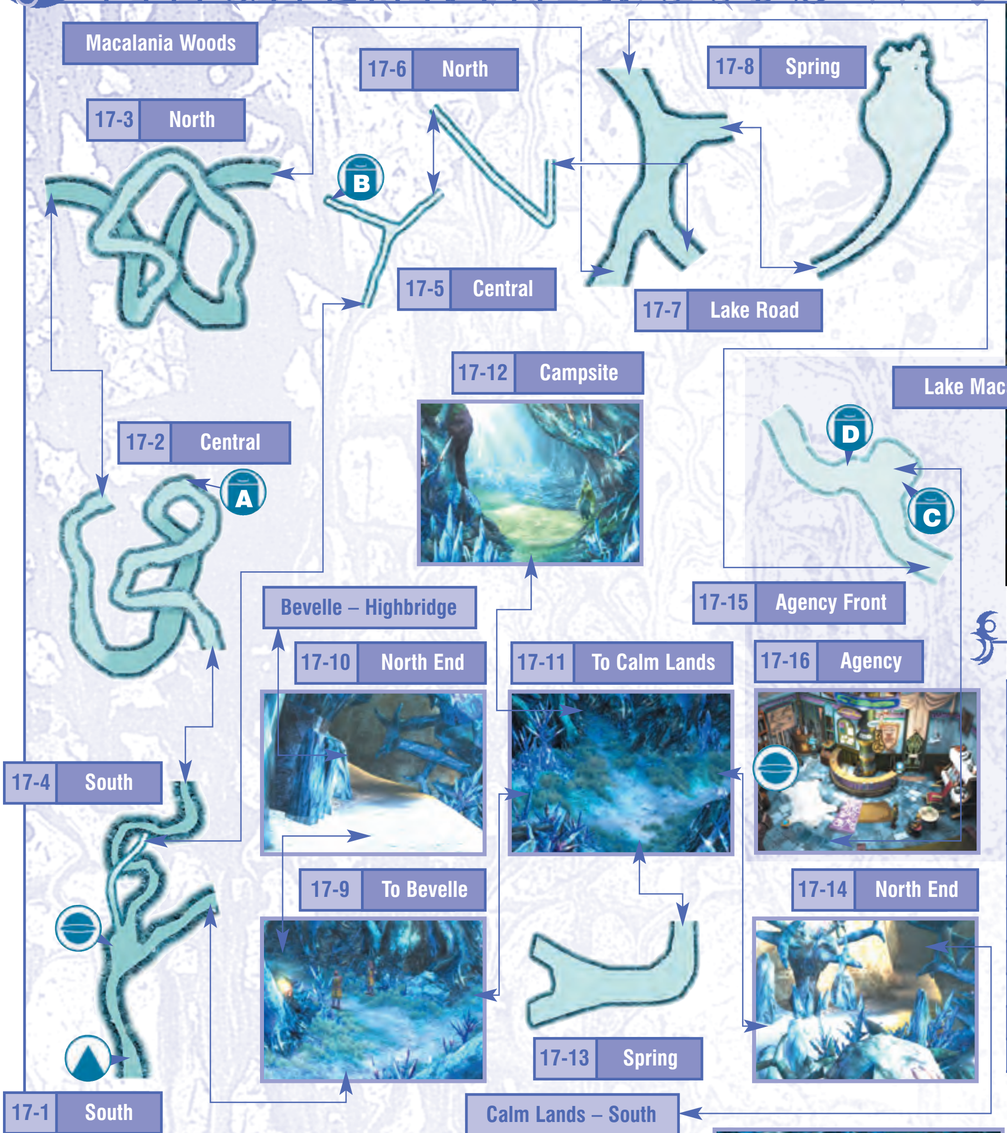
Only possible after the mission: Outrun the Leblanc Syndicate!

When you visit the Thunder Plains for the first time, Yuna will bring you up to date with events since Final Fantasy X, as usual. This will increase your Completed score.

There isn't much to do in this rather inhospitable region. You can, however, search for treasure chests (Fig. 1) to obtain items (as long as you're not scared of lightning!). You can also make a detour to Rin's Travel Agency (Map 13-4). You will find a key and price list for the shop on page 96. Hi-Potion and the NulShock Ring accessory will not appear for sale here until a later chapter.

01

MACALANIA WOODS


Macalania Woods
17-3 North
17-6 North
17-8 Spring
B
17-5 Central
17-7 Lake Road
17-12 Campsite
Lake Macalania
D
C
17-2 Central
A
Bevelle – Highbridge
17-15 Agency Front
17-10 North End
17-11 To Calm Lands
17-16 Agency
17-4 South
17-9 To Bevelle
17-14 North End
17-13 Spring
17-1 South
Calm Lands – South

KEY

	Chapter	Item	Qty.
A	1	White Ring	1
A	2	Icy Gleam	1
A	3	NulFrost Ring	1
A	5	Snow Ring	1
B	1	Turbo Ether	1
B	2	Silver Bracer	1
B	3	Gold Bracer	1
B	5	Rune Bracer	1
C	1	Hi-Potion	1
C	5	Elixir	1
D	2	Hi-Potion	2
D	3	X-Potion	1

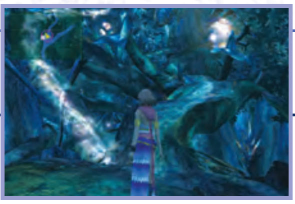
MISSION: FOLLOW THAT O'AKA!

Only possible after the mission: Outrun the Leblanc Syndicate!

When you arrive at Macalania Woods listen to more of Yuna's musings. As usual, your Completed score will increase.

Your destination is the Agency Front (Map 17-15). Go straight beyond from your start point and you will see a glowing path, just ahead of the Save Sphere (Map 17-1). Head upwards on the shimmering trail (Map 17-4) (Fig. 1). You won't encounter any fiends here, so relax and enjoy the view. To reach Lake Road (Map 17-7), cross the Central (Map 17-5) and North (Map 17-6) pathways. Head north to reach Agency Front. When you arrive, you will receive an Al Bhed Primer. O'aka will make a brief appearance before fleeing into the woods. Go after him once you have taken the Hi-Potion from the treasure chest next to the Agency. The mission will begin when you arrive back at Lake Road (Map 17-7).

Instead of running blindly after O'aka, retrace your steps back across the North path (Map 17-6), to arrive back at Macalania Woods, South (Map 17-1). On your return journey, you will discover that the fiends are back with a vengeance on the previously fiend-free walkway.



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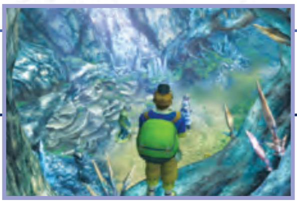

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When you reach Macalania Woods, South, O'aka will give you the slip and head east (Map 17-9). Follow the path east and then north to catch up with him at the Campsite (Map 17-12) (Fig. 2).

Talk to O'aka. You will be presented with the following possible replies:

- "Let's hide him on the airship": O'aka opens a shop on board the Celsius, to recover his debts, which total 100,000 Gil.
- "Quick! Call the Al Bhed!": You leave O'aka to the mercy of the Al Bhed and meet him later in Bikanel Desert. Learn more about O'aka on page 184 and 196.

However you respond, you will obtain the Ice Queen Garment Grid. Move on to the next Save Sphere and return to the Celsius.

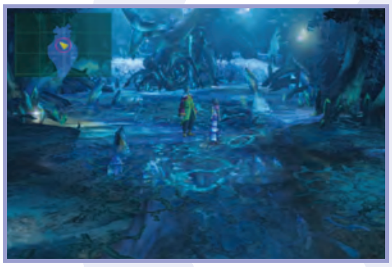
A Little More Conversation…

Only possible after the mission: Outrun the Leblanc Syndicate!

The chat with Tromel is also possible in Chapter 2 but no longer possible from Chapter 3 onwards.

You can find Tromel in Macalania Woods – Spring (Map 17-8) (Fig. 3). The first conversation with him will take place automatically when you approach him. Talk to him three more times to obtain the special Full Throttle special dressphere. If this is the first special dressphere that you have received, you will also get the Unerring Path Garment Grid.

Talk to Pukutak in Macalania Woods – North (Map 17-3) (Fig. 4) to further increase your Completed score. The same will apply if you talk to Donga in Macalania Woods – Spring (Map 17-13) (Fig. 5).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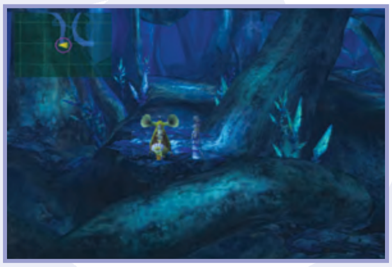
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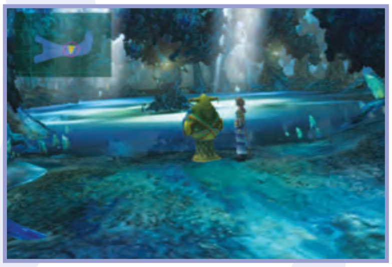
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BIKANEL DESERT

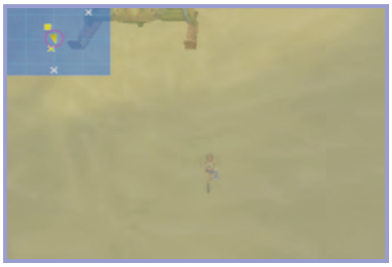
The maps and key for the Bikanel Desert region are on page 74.

Part-time Diggers! - Mission: Can You Dig It?

Only possible after the mission: Outrun the Leblanc Syndicate! once you have obtained your Letter of Introduction (see page 160).

Upon arriving in the middle of Bikanel Desert, follow Rikku until she gets lost. Fortunately, you will be rescued almost immediately and will find yourself in Bikanel Desert – West (Map 9-1), where you will receive an Al Bhed Primer.

Go and talk to Paine and Rikku who are standing by the Hover. Now talk to the driver standing in front of the central Hover, who will tell you that you must wait for Nhadala's arrival before you can dig. To trigger this event, talk to the two men standing to the left of the Hover, then the woman on the far left, twice, before finally addressing the two men once more. You can also talk to the Pilot.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Respond "No," then, "Yes," when prompted. Eventually, Nhadala will arrive. Talk to her and reply, "I've got this letter" when prompted. Then talk to the Pilot and ask to be taken to the "Western Expanse."

Your primary task is to salvage the Mission-critical item Scrap Metal within the 60-second time limit. To do so, go to the yellow cross on the guide map (Fig. 1) and then return to the Hover. You can also dig for other items, but keep an eye on the time. Any random encounters that occur during the dig will not affect the time limit.

If you return to the Hover within the time limit, having unearthed the Scrap Metal, you will successfully complete the mission. You will score 100 Gil and Nhadala will award you a digging Rank. In addition, you will receive the Still of the Night Garment Grid and an Elixir. If, on the other hand, the time runs out while you are still searching, ask Nhadala if you can try again. You can break off from digging at any time and end the mission but you will forfeit the aforementioned items. You can read all about the desert treasure hunt on page 206. Finally, head back to the Save Sphere and return to the Celsius.

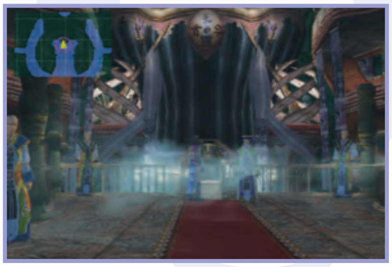
BEVELLE

The maps and key for the Bevelle region are on page 82.

Increasing your Completed Score and More…

Only possible after the mission: Outrun the Leblanc Syndicate!

Upon arriving in Bevelle, you will be treated to another Yuna voice-over, which will boost your Completed score. Go to the gate located between Bevelle, Central (Map 11-2) and New Yevon Headquarters (Map 11-3). A scene with Baralai will follow which will also boost your Completed score. Enter New Yevon Headquarters and take the lift up (Fig. 1) to talk to Baralai again and receive the Tiara accessory. You can then return to the Celsius via the Save Sphere in Highbridge (Map 11-1).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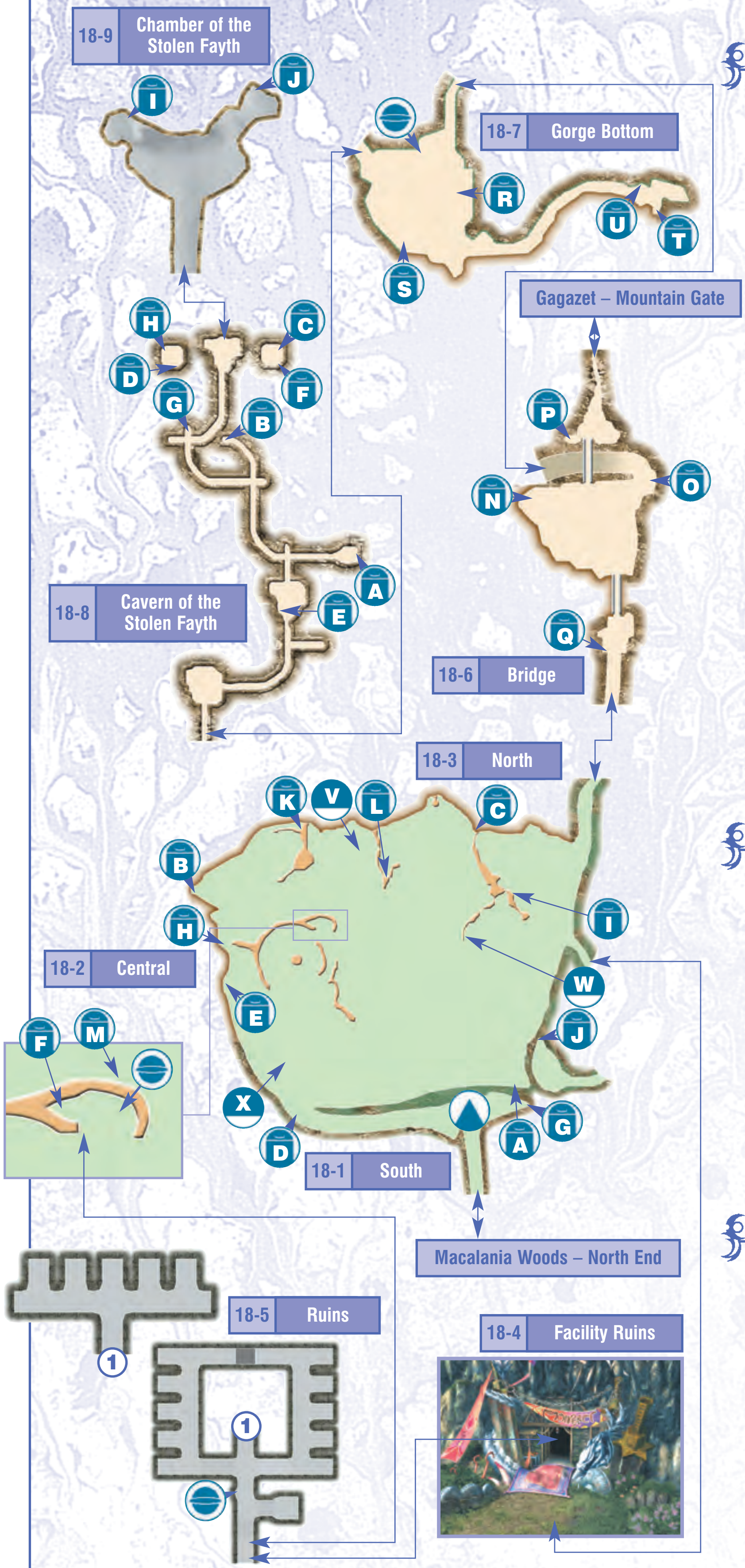
CALM LANDS


18-9 Chamber of the Stolen Fayth
I
J
18-7 Gorge Bottom
R
U
T
S
Gagazet – Mountain Gate
H
C
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B
P
N
O
18-8 Cavern of the Stolen Fayth
A
E
Q
18-6 Bridge
18-3 North
K
V
L
C
B
I
H
18-2 Central
W
E
J
F
M
X
G
A
D
18-1 South
Macalania Woods – North End
18-5 Ruins
1
1
18-4 Facility Ruins

KEY TO MAPS 18-1 TO 18-7

	Chapter	Item	Qty.
A	1	Ether	1
B	1	Chocobo Feather	2
C	1	Phoenix Down	1
D	2	Ether	2
E	2	Chocobo Feather	2
F	2	Phoenix Down	2
G	3	Ether	3
H	3	Sprint Shoes	1
I	3	Mega-Phoenix	1
J	5	Turbo Ether	1
K	5	Cerulean Ring	1
L	5	Mega Phoenix	2
M	5	Gil	50000
N	1	Potion	2
O	2	Phoenix Down	2
P	3	Hi-Potion	2
Q	5	X-Potion	1
R	1	Phoenix Down	1
S	2	Phoenix Down	1
T	3	Mega Phoenix	2
U	5	Mega Phoenix	2
V	1-5	Mini-Game: Sky Slots	-
W	1-5	Mini-Game: Reptile Run	-
X	1-5	Mini-Game: Lupine Dash	-

KEY TO MAPS 18-8 AND 18-9

	Chapter	Item	Qty.
A	3	White Ring	1
B	3	Blue Ring	1
C	3	Lightning Gleam	1
D	3	Wall Ring	1
E	5	NulFrost Ring	1
F	5	Electrocutioner	1
G	5	NulTide Ring	1
H	5	Defence Bracer	1
I	3	Star Bracer	1
J	5	Aurora Rain	1

THE SHOP IN CENTRAL (MAP 18-1)

Item	Gil	Description
Potion	50	Restores 200 HP
Phoenix Down	100	Revives one character from KO
Antidote	50	Cures Poison
Eye Drops	50	Cures Darkness
Echo Screen	50	Cures Silence
Soft	50	Cures Petrification
Holy Water	300	Cures Curse, Itchy and Pointless
Iron Bangle	500	Increases maximum HP by 20%
Silver Bracer	500	Increases maximum MP by 40%
Wristband	1000	Strength +10
Amulet	1000	Magic +10

PLAYTIME IN THE CALM LANDS

In Chapters 1, 2, 3 and 5 you will have the opportunity to take part in three exciting mini-games, and more if you sign up for the Publicity Campaign.

You will see Hovers at three locations in the Calm Lands. There are two people standing in front of each Hover. They are employees of Open Air, Inc. and Argent, Inc., two rival companies who provide a Hover transportation service around the extensive Calm Lands. Rikku and Paine have 100 credits from each company, for you to spend at the Calm Lands attractions. Both Open Air, Inc. and Argent, Inc. will willingly hire you to undertake public relations work on behalf of their company, should you wish to sign up. Things can get pretty competitive in the Calm Lands so don't think you can work for both at the same time! Read more about the "Publicity Campaign" missions on page 200. The following options will appear when you talk to one of the company employees:

- **Play:** Lupine Dash, Reptile Run or Sky Slots. You can find more detailed information over the next few pages.
- **Rules of the game:** A short explanation about each mini-game.
- **Buy credits:** Rikku and Paine will give you 100 credits for each company to get you started. You can buy one credit for 10 gil. However, credits cannot be converted back to gil.
- **Trade in credits:** Buy items with your credits. The items may be more expensive than in Spira's normal shops, but some may be hard to obtain elsewhere. You will find a detailed list in the "Publicity Campaign" section on page 201.
- **Ride Hover:** Use the transportation service, explained in the paragraph below.
- **Publicity Menu:** Read all about the Open Air, Inc. and Argent, Inc. Publicity Campaigns on page 200.

PUBLICITY CAMPAIGN

Act on behalf of Open Air, Inc. or Argent, Inc. and advertise their services throughout Spira.

You can become a publicity agent for Open Air, Inc. or Argent, Inc. by talking to the appropriate company employee at one of the Calm Lands attractions. Select "Publicity menu" and then, "Sign me up". You can then talk to the people that you meet throughout Spira by pressing □, in order to publicise your chosen company's attractions. This takes time but has many benefits. Read more about the "Publicity Campaign" on page 200.

RIDE THE HOVER

You can use the Calm Lands Hover services for 10 credits.

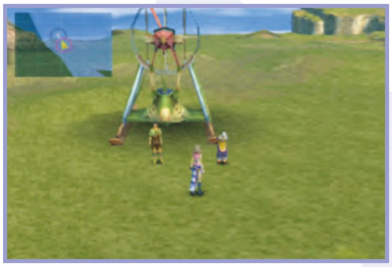
Open Air, Inc. and Argent, Inc. provide a Hover transportation service in the Calm Lands. You can depart from the following locations:

1. Lupine Dash (point "X" on the map – Fig. 1)
2. Reptile Run (point "W" on the map – Fig. 2)
3. Sky Slots (point "V" on the map – Fig. 3)

Talk to one of the Open Air, Inc. or Argent, Inc. employees to choose between the following destinations:

1. Lupine Dash (point "X" on the map – Fig. 1)
2. Reptile Run (point "W" on the map – Fig. 2)
3. Sky Slots (point "V" on the map – Fig. 3)
4. Macalania (crossing point to Macalania Woods – North End)
5. Gagazet (crossing point to Gagazet – Mountain Gate)
6. Travel Agency (the shop in the middle of the Calm Lands)

Once you have used the Hover service ten times, you will receive the Calm Lands Discount Pass and the shuttle price will be reduced to 5 credits. The Calm Lands Discount Pass is valid for travel with both Open Air, Inc. and Argent, Inc.



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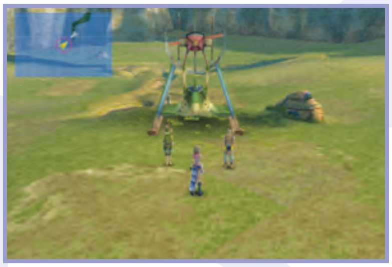

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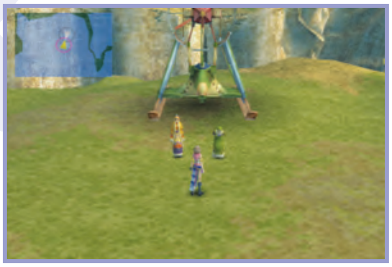

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MINI-GAME: LUPINE DASH

In Chapters 1, 2, 3 and 5 you can place bets on an extraordinary race located in Calm Lands - South (point "X" on the map). Talk to someone from Open Air, Inc or Argent, Inc. to get started.

In Lupine Dash, five Lupine fiends race against each other. The more credits you bet, the more you can win. First, select the Class of race you wish to bet on. The available Classes will depend on your publicity level. You will then have the choice of betting as follows:

- Place a win bet: Bet on the winner.
- Place a double bet: Bet on the winner and runner-up.

The betting odds for each Lupine are displayed in the top left corner of the screen, next to the contestant's number. If you bet on a favourite then your credits are probably safe, but your potential winnings will be low. For example, if you bet 5 tickets on a Lupine with odds of 1.23 to win, you will only obtain 6 credits in the event of a victory, as the number of credits will be multiplied by the odds value, and rounded down. You can allocate tickets using the directional buttons and ⊗. The tickets represent your credits on a 1:1 basis. You can then start the race, or bet again by selecting "Place another bet." You can place a single and a double bet on each race. During the race, you will be able to see the current positions at the top of the screen. After the start of the race the Lupines' Flux values will determine whether or not their attributes change. The higher the Luck value, the higher the probability that the attributes will rise. At certain points in the race, the Speed value will be recalculated (depending on the Stamina and Rally value). Normally, Speed will be reduced, but if Stamina and Rally are high, Speed can increase.

The race participants' data is displayed as follows. Study it to help you place your bets wisely:

Attributes	Description
Speed	The Lupine's speed off the starting blocks. The higher the number, the faster the fiend. During the race, the attributes Stamina and Rally will have an impact on Speed. Speed is also affected by the chosen Class
Stamina	The fiend's strength and staying power. The higher the number, the greater the stamina
Rally	The Lupine's ability to sprint, which will have an impact on its speed at the end of the race. The higher the number the better
Flux	The higher the number, the higher the probability that the Lupine's attributes will change during the race. Attributes may change positively as well as negatively
Luck	Fiends with a high Luck value will generally start the race well, and any changes to their attributes are often positive
Overall	The overall assessment of the Lupine's attributes. The higher the better. The average value is 50

MINI-GAME: SKY SLOTS

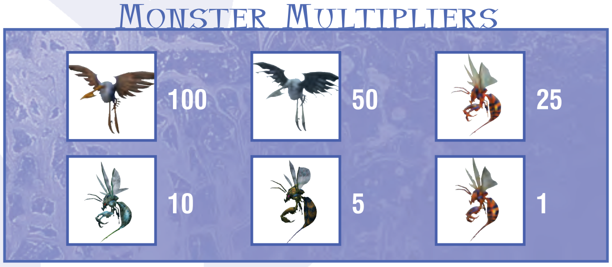
In Chapters 1, 2, 3 and 5 you can play this mini-game in Calm Lands - North (point "V" on the map). Talk to someone from Open Air, Inc or Argent, Inc. to get started.

The game level is determined by your Publicity level. You can buy a maximum of 5 tickets per game, the cost depending on the game level you have chosen.

Sky Slots is similar to a normal slot machine, only this one features three rows of flying fiends rather than cherries and sevens. Much more fun! Stop the top row first by pressing ⊗, followed by the middle row and then the bottom one. In order to win credits you must line up three fiends of the same type in one column.

Your winnings will depend on the type of fiend that you manage to line up. Each type is associated with a value, and your bet is multiplied by this value. If, for example, you have placed 3 tickets and manage to line up three Assassin Bee fiends, you will win 30 credits (3x10=30). If this seems deceptively simple, be wary, it isn't. Unlike cherries and sevens, fiends object to being made sport of and regularly misbehave, even when your reactions are spot on. The higher the fiend's value and the further into the game you are, the greater the chance that the fiend will avoid being caught in the line.

MONSTER MULTIPLIERS



MINI-GAME: REPTILE RUN

In Chapters 1, 2, 3 and 5, you can take part in this unusual event located in Calm Lands - Central (point "W" on the map). Talk to someone from Open Air, Inc. or Argent, Inc. to get started.

This mini-game involves manoeuvring a lizard across a fiend-infested field. First, select the difficulty level and then decide how many tickets you wish to place using the directional buttons and ⊗. You can wager a maximum of 5 tickets, which will correspond to your credits on a 1:1 basis.

Each race has a time limit of 800 units. The difficulty level will have some influence, and the units which are left at the end of a race will determine the payout rate winnings. The field is 8 squares wide and 9 squares long from the start to the finish line, with the starting point selected at random. You must guide the lizard from the bottom of the screen to the top and can only move straight or diagonally ahead. The squares are organised in a colour-coded pattern:

- 🟩 Green: You can't go in this direction.
- 🟨 Yellow: You can go in this direction, but don't hang around too long!
- 🟥 Red: If you go in this direction, you will be attacked by an opponent.

Should you come into contact with an opponent, the contest will be over immediately. Study your opponent's pattern of movement to make sure that you reach your goal safely:

- Helms: Move left and right and only attack anything directly in their path.
- Bombs: Turn slowly and fire flames at neighbouring squares in the direction they are facing (only horizontally and vertically, never diagonally). >>

>>

- Drakes: Similar to Helms, but will run towards you if you move in front of them. You should always give Drakes as wide a berth as possible and make sure that you're behind them.

When you cross the finishing line the remaining time will be recorded and your payout rate calculated (see chart below). You can then decide whether or not to continue playing in order to increase your payout rate. We would recommend that you continue to play otherwise your winnings will usually be very low. Theoretically, it is possible to increase the payout rate to 100 after numerous races. Don't forget, if you bump into an opponent, you'll lose everything, so steer that reptile carefully!

CALCULATING YOUR PAYOUT RATE

Overall Time Remaining	Payout Rate
0-99	0
100-199	1.0
200-299	1.3
300-399	1.8
400-499	2.5
500-699	3.4
700-999	4.5
1000-1399	5.8
1400-1899	7.0
1900-2399	8.5
2400-2999	10.0
3000-3599	20.0
3600-4199	45.0
4200-4999	60.0
5000-5999	80.0
6000 and more	100.0

THERE GOES THE BRIDE

Close to the Calm Lands Travel Agency you can talk to a father who is desperate to find a wife for his son. You can offer him your match-making services in Chapters 1 to 3.

Reply to his request that you find his son a bride with "Why not!" From now on, you will be able to talk to various people throughout Spira by pressing □ to try to persuade them that the groom-in-waiting is a good catch. However, not everyone that you approach will respond. Refer to the lists on pages 202 to 205 to find out who you should talk to and what you should say.

When you approach someone and press □, select "Matchmaking". You will be presented with five statements to choose from:

1. "Find your better half!"
2. "I have the perfect person for you!"
3. "The heir to Agent, Inc. needs a fiancée"
4. "The man of your dreams awaits"
5. "Do you believe in... destiny?"

Their reaction will depend on which phrase you have chosen. The more positive their reaction, the more points you'll receive (as shown in the table). In order to find out your current score, you must speak to the hapless young man's father in Chapters 1-4, who'll enthusiastically relate the extent of your success.

Reaction	Points
She seems really excited!	5
You've piqued her curiosity	3
She doesn't seem interested	2
You've turned her off	1
You couldn't have offended her more if you'd tried	0

Note: You will have the opportunity to proposition each eligible lady once in each chapter of the game, and the reaction to each response will be the same each time.

Later, in Chapter 5, you will receive a reward for your efforts, if you return to the Calm Lands and visit the father. Willing candidates for marriage will appear depending on the number of points that you have collected, and you will receive an Elixir or the Speed Bracer accessory. Be careful not to visit the father until you have finished persuading people.

Points	Candidates	Prize
0-29	None	Elixir
30-49	An older woman	Speed Bracer
50-79	1	Speed Bracer
80-104	2	Speed Bracer
105-129	3	Speed Bracer
130 and more	3 and an older woman	Speed Bracer

MT. GAGAZET

The maps and key for the Mt. Gagazet region are on page 76.

GAINING RONSO TRUST

Only possible after the mission: Outrun the Leblanc Syndicate!

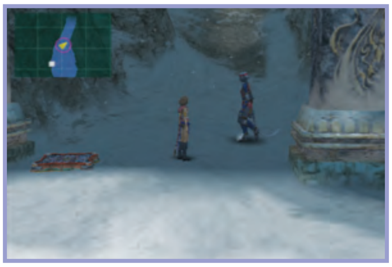
Upon arriving at Mt. Gagazet, Yuna will remember times past and catch up with her old guardian, Kimahri. Afterwards, your Completed score will have increased.

During this meeting, Garik will ask you a question which has three possible answers (see table below). Your reply is important if you want to gain Ronso trust. You can talk to seven Ronso in Chapters 1 and 2 and increase your popularity by giving the answers that they most want to hear. A favourable answer will earn one point and an unsatisfying answer will result in a point being deducted from your score. This unseen Trust score has a maximum of 14 points and will have some impact on the rest of the game:

Trust Score	Changes in the Course of the Game
7 and less	No changes
8 to 13	Garik fights with only half his strength, the statue of Yuna is not built
14	Garik fights with only half his strength, the statue of Yuna is built

Garik Fights With Only Half His Strength
During a secondary mission in Chapter 3 a battle will take place against Garik Ronso. If your Trust score is 8 or higher, he will fight defensively using Protect and Shell magic rather than attacking.

The Statue of Yuna
In Chapters 1 and 2, the Ronso woman next to the platform in Gagazet - Mountain Gate (Map 10-1) (Fig. 1) can be heard musing on how she is going to depict Ronso history.


01

From Chapter 3 onwards she will begin to build a monument in Fayth Scar (Map 10-4). Normally, she would not manage to complete her project by the end of the game. However, if your Trust score is 14, she will build a statue of Yuna in Chapter 5.

QUESTIONS AND ANSWERS

Ronso	Question/Statement	Possible Answers	Score
Garik	(After the scene, during the first visit)	That's a really nice horn.	0
		We'll take care of Lian and Ayde.	1
		Try and be nice to Kimahri.	-1
Ronso lady next to Kimahri	Must ask High Summoner Yuna: Find Lian and Ayde.	Leave it to the Gullwings!	1
		Please help Kimahri.	0
		I can't promise anything.	-1
Map 10-1: Ronso lady on the right-hand side	Guado leave Guadosalam. Guado plan dark schemes!	You're just making that up!	-1
		I'm sure you're right.	1
		Hrm.	0
Map 10-1: Ronso who is running around	Many Ronso lost lives in battle to defend High Summoner Yuna.	Yes, many Ronso died...	0
		I will never forget their sacrifice.	1
		What am I supposed to do about it?	-1
Map 10-1: Another Ronso who is running around	Many friends and kin die two years ago. Ronso grief deeper than mountain snow.	You have to try not to be so sad!	0
		I can imagine how you must feel...	1
		Tough breaks, huh.	-1
Map 10-1: Ronso in red armour on the left-hand side	Never forgive Seymour, never forgive Guado!	Hatred won't solve anything!	-1
		I wouldn't forgive them, either.	1
		Do what you want.	0
Map 10-8: Ronso in Gagazet – Mountain Cave near the stairs	Power of fayth wane, cave water disappears. Change will come to Ronso, too.	The Cave and the Ronso aren't connected.	0
		A change for the better, I hope.	1
		I... see.	-1

A NEW DRESSPHERE

Only possible after mission Outrun the Leblanc Syndicate!

Speak to Kimahri until you are prompted to make one of the following replies:

- “Have you discussed it with everyone?”
- “You have to learn to deal with these things”
- “Why not forget about it now?”

“You have to learn to deal with these things.” is the answer that will ensure that you can obtain the Trainer dressphere from him in Chapter 3.

CELSIUS

The maps and key for the Celsius can be found on page 55.

INCREASE YOUR COMPLETED SCORE COURTESY OF CLASKO

Only possible if you invited Clasko on board the Celsius after the Mushroom Rock mission, Foggy Fiend Frenzy! (see page 160).

To increase your Completed score, talk to Clasko in the Cabin (Fig. 1). He doesn’t say much, but his presence on board the Celsius will have an impact on subsequent events.

01

SHOPPING AND SETTLING O’AKA’S DEBTS

Only possible if you invited O’aka on board the Celsius during the Macalania Woods mission, Follow that O’aka! (see page 162).

Talk to O’aka in the Cabin (Fig. 2) to buy cheap goods from him and settle his debts. You can find out more about O’aka, his range of goods and his debts on pages 184 and 196.

02

SECONDARY MISSIONS CHAPTER 2

BESAID ISLAND

The maps and key for the Besaid Island region are on pages 61 and 88.

INCREASING YOUR COMPLETED SCORE

01

Upon arriving at the Village Slope (Map 4-8), you will encounter the Besaid Aurochs blitzball team (Fig. 1). The ensuing scene will increase your Completed score regardless of where you returned the sphere at the beginning of Chapter 2. If you play through Final Fantasy X-2 more than once you should hand over the sphere to a different faction next time in order to increase your Completed score further.

MISSION: RUN THE GUNNER'S GAUNTLET

02

Talk to Beclem, who is standing near the Save Sphere at the Village Slope (Map 4-8) (Fig. 2). He will challenge you to participate in a fiend-shooting contest. As well as this being an entertaining enterprise, you will also be rewarded with valuable items if you prove to be a crack shot. You will find everything worth knowing about the shooting contest on page 210.

AND ANOTHER THING...

Don't forget to check out the treasure chests marked on the map. And there's no need to waste your gil on the expensive Besaid Key in the shop (Map 4-10), in the event that it hasn't been bought by someone else. Although you need the key to be able to enter the secret passageway in the cave (Map 4-4), you can obtain this rare item free of charge in Chapter 3.

KILIKA ISLAND

The maps and key for the Kilika Island region are on pages 67 and 89.

INCREASING YOUR COMPLETED SCORE

Upon arriving at Kilika Dock (Map 6-1), you will meet Dona. The reunion scene will increase your Completed Score, and if you handed the sphere over to New Yevon at the beginning of Chapter 2, it will increase your Completed Score even further. After you have searched the two treasure chests, you can head back to the Celsius.

LUCA

The maps and key for the Luca region are on pages 52 and 157.

INCREASING YOUR COMPLETED SCORE

Upon arriving in Luca, you will meet a reporter named Shelinda in the Square (Map 1-9). A lengthy scene will follow. Using L1 and R1, you can switch between two camera perspectives. In addition, you can choose from several replies in the subsequent interview. Feel free to answer as you like; your reply will not have any influence on the game. After this interlude, your Completed Score will have increased a little more, and Shelinda will give you the Covetous Garment Grid.

The chest in Dock 5 (Map 1-4) is now empty. The only treasure chest worth the walk is situated on the Outskirts (Map 1-10).

SPHERE BREAK

Talk to the lady in the kiosk at the Stadium Entrance (Map 1-5) in order to participate in this mini-game. If you reply, "No, what is it?" when prompted, she will tell you about Sphere Break. If you would like to find out more about this absorbing pastime, read the separate section on page 211.

MUSIC SPHERES AND MOVIE SPHERES

01

If you have some spare change, you can buy music spheres and movie spheres.

You can buy music spheres and movie spheres at the Theatre Reception (Map 1-12 – Fig. 1) and play them in the sphere theatre. For 1000 Gil you can buy music spheres containing music from the Final Fantasy X-2 soundtrack. Movie spheres, featuring all the stunning cut scenes from the game that you have seen so far, can be bought for 2000 Gil.

The maps and key for the Mi'ihen Highroad region are on page 158.

WILD CHOCOBO CHASE -- MISSION: CUCKOO FOR CHOCOBOS!

Upon arriving at the Agency Front (Map 16-4), enter the Agency (Map 16-5). After the scene, head outside and follow Calli to the cliff edge, where you can talk to her (Fig. 1). You can choose your first reply freely, but your second one should be, "Of course!" This will boost your Completed Score and herald the start of the Chocobo hunt. Once you start the mission, the Save Sphere (Map 16-4) will disappear, so make sure you save your game before talking to Calli.

01

02

Chocobo Feathers	Off Track
0	Nothing
1-3	Chocobo Feather x 2
4-14	Chocobo Feather x 3
15-17	Chocobo Wing x 2
18-21	Chocobo Wing x 3

Chocobo Feathers	Reward
0	Nothing
1-3	Gold Hourglass
4-14	Chocobo Feather
15-17	Chocobo Wing x 2

Follow "Captain" Rikku to Highroad Central (Map 16-3) and keep running towards Highroad South (Map 16-2). On your way, you will come across several yellow Chocobo feathers. Walk over them to collect them (Fig 2). Rikku will occasionally stop and point out items on either side of the main path. The type and number of items will depend on the number of Chocobo feathers that you have collected earlier (please refer to the table on the left). If you follow Rikku's directions and collect the items (see Map 16-2), the Chocobo will escape and you will have to start the hunt all over again.

If you move too far away from Rikku when collecting Chocobo feathers, a countdown will start. You must make sure that you return to Rikku before time runs out, otherwise you will lose sight of the Chocobo and have to start all over again. When you reach Highroad South (Map 16-2), the Chocobo feathers that you have collected will be counted and you may receive a reward.

03

04

Walk along Highroad South (Map 16-2), where you will see that the Chocobo is having a little rest. As you approach, it will attempt to run away again, but you will easily be able to catch up with it (Fig. 3). The Chocobo Rodeo will now begin. Your task is to continually block the Chocobo's escape route and eventually wear down its resistance. Predict whether the Chocobo will run left, right, or straight ahead, and press the corresponding directional buttons. You will have eight attempts to block the Chocobo. You must run after the Chocobo after each attempt. How the chase develops after the eight attempts will depend on how skilful you have been at guessing the Chocobo's next move:

- From the fifth attempt onwards, the Chocobo will lose concentration and conspicuously look in the direction in which it intends to run, making it easier to block (Fig. 4).
- If you manage to block the creature four to six times, Catch Version 1 will follow.
- If you manage to block the creature seven or eight times, you will move onto Catch Version 2.
- If you fail on more than five occasions, the Chocobo will get away.

Catch Version 1

Follow Rikku to South End (Map 16-1). Keep track of her using the white arrow on the guide map. Turn right, towards the ruin, and then head left, towards the decayed tower's dome. You will eventually catch up with Rikku in the lower part of South End. Go back to the main road where you will find Rikku yet again. However, you still haven't captured the Chocobo and Rikku is no substitute for a big yellow bird, even in her little yellow Thief outfit! Instead of getting sore feet, turn left and ask the Hover pilot for help (Fig. 5). Talk to her twice and answer with, "Please, yes!" to proceed to Catch Version 2, described below.

05

The way in which you leave the dome will have an effect on the scene that shows Rikku falling off the edge. Furthermore, if you head south in the direction of Luca after this scene, it will have an impact on the Detective Rin mission in Chapter 4.

Catch Version 2

The second phase of the Chocobo hunt will start at the Agency Front (Map 16-4). The Save Sphere is back in place. Follow Rikku and Paine towards Newroad South (Map 16-6), where a countdown will start. You will now have 1 minute and 30 seconds to reach Oldroad South (Map 16-10).

However, if you invited Clasko on board the Celsius (see page 160) after the Foggy Fiend Frenzy! mission in Chapter 1, he will now appear as if from nowhere to help the Gullwings and the countdown will be extended to 2:30 minutes. Head off in the direction of Oldroad South. Random encounters will not have any effect on the time limit but opening treasure chests and talking to people will. You must defeat the Chocobo Eater boss to successfully complete the mission. Provided that Calli is riding on a Chocobo after the battle (please refer to the table below), you will receive the Selene Guard Garment Grid and automatically return to the Celsius.

Return immediately to Mi'ihen Highroad, where you will find several people (and one big yellow bird!), gathered around the Agency Front (Map 16-4), depending on how successful you were in Cuckoo for Chocobos! Talk to Calli and Clasko and select "All aboard!" to invite them on board the Celsius. This act of hospitality will influence the course of subsequent events, especially in the Calm Lands.

POSSIBLE OUTCOMES

Chocobo Caught	Clasko Extends Your Countdown	Caught Up With Calli Within the Time Limit	Calli Rides On a Chocobo After Victory	Outside the Agency After the Mission
Yes	Yes	Yes	Yes	Calli, Clasko, Chocobo
		No	No	Calli, Clasko
	No	Yes	Yes	Calli, Chocobo
		No	No	Calli
No	Yes	Yes	Yes	Calli, Clasko, Chocobo
		No	No	Calli, Clasko
	No	Yes	No	Calli
		No	No	Calli

The Boss Chocobo Eater

Equip your party members with any accessories that add the Fire element to their attacks. The Warrior attack Flametongue works well alongside a Black Mage's Fire magic. The White Mage magic Protect guards your party against physical attacks, while Pray and Cure magic can be used to restore lost HP. If you employ these tried and tested battle tactics, as well as repeatedly weakening the fiend with Armour Break, you should have few problems defeating the Chocobo Eater.

CHOCOBO EATER

Location	Mi'ihen Highroad, Via Infinito*

Oversoul	✓	Class	Eater	Chapters	1	**2**	3	4	**5**	Level	11 (16)	HP	2350 (2993)	MP	230 (230)

Strength	92 (101)	Defence	4 (4)	Magic	27 (27)	Magic Def.	4 (4)	Fire	x2	Lightning	-	Gravity	IMM
Agility	72 (94)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	50% (50%)	Normal	X-Potion x1 (Shining Bracer x1)	**Bribe**	Normal	-
Gil	2000 (3000)	Rare	X-Potion x2 (Shining Bracer x2)		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Strength +/-, Doom, Delay, %-Damage
	Resistance:	Eject (39%), Zantetsu (24%)

Drop	Normal	Wall Ring x1 (X-Potion x3)	EXP	AP	Gil
100% (100%)	Rare	Wall Ring x1 (X-Potion x5)	350 (680)	1 (2)	500 (770)

* only if Chocobo Eater has been defeated in Mi'ihen Highroad

BY THE WAY...

If you have not yet found the Syndicate Uniform near Djose Temple, and you enter North End (Map 16-8) from Newroad North (Map 16-7), you will see Leblanc and her henchmen running towards Mushroom Rock.

MUSHROOM ROCK ROAD

The maps and key for the Mushroom Rock Road region are on page 159.

BRAVE THE ANGRY LEAGUE - MISSION: WHO NEEDS AN INVITATION?

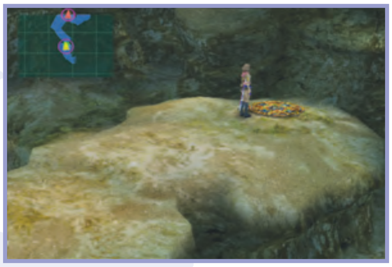
Only possible if the sphere was handed over to New Yevon at the beginning of Chapter 2.

Upon arriving at Mushroom Rock (Map 15-1), follow the red arrow on the guide map until you meet Yaibal. Afterwards, head along the Ravine Path (Map 15-2) to start the mission. Before stepping on the stone platform (Fig. 1), battle the two guards that rush towards you. You cannot escape from this battle, or the following battle with the Youth League soldiers.

After the third battle, you will receive a radio message from Buddy telling you that they have picked up a signal indicating the presence of a sphere in the Ravine (Map 15-3). Climb down the steps (Fig. 2) to reach the Ravine. Follow the path until you reach the passageway that leads north (Map 15-4). At the end of the passageway you will meet Nooj, who will give you Crimson Sphere 7. Afterwards, return to the Ravine Path (Map 15-2).

When you reach the top again, follow the red arrow on the guide map. You will have to fight the first of the two Drowsy Ochu fiends (Fig. 3). You will not be able to escape once the battle starts.

Defeat two more Youth League soldiers before facing a boss battle with Elma and two League Warriors. Afterwards, use the platform to reach the lift and complete the mission. You will receive the Kinesis Badge and the Shining Mirror Garment Grid as a reward for your endeavours and will then be taken back on board the Celsius.



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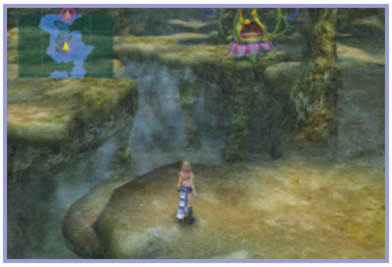

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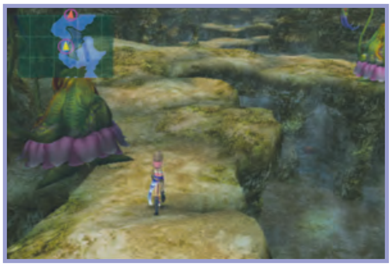

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The Bosses Elma and League Warriors

Elma will inflict Sleep and Slow, so guard against them with appropriate accessories. Your Songstress should use the Matador's Song or the Sleepy Shuffle, while her colleagues should concentrate on eliminating the two League Warriors (422 HP) before taking care of Elma (1640 HP), who will cast Haste to speed up her attacks. If you deal serious damage to the League Warriors, they will use Hi-Potion to restore their HP. To counteract this tactic, use Soul Swipe to inflict Berserker or Break-Dance to inflict Stop.

ELMA

Location	Mushroom Rock

Oversoul	-	Class	-	Chapters	1	**2**	3	4	5	Level	22	HP	1640	MP	450

Strength	29	Defence	18	Magic	77	Magic Def.	48	Fire	-	Lightning	-	Gravity	IMM
Agility	73	Luck	12	Evasion	31	Accuracy	0	Ice	-	Water	-	Holy	-

Steal	50%	Normal	Phoenix Down x3	**Bribe**	Normal	-
Gil	800	Rare	Mega Phoenix x2		Rare	-

Characteristic	Immunity:	Death, Petrification, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Sleep (20%), Zantetsu (4%)

Drop	Normal	Wall Ring x1	EXP	AP	Gil
100%	Rare	Wall Ring x1	200	2	230

MOONFLOW

The maps and key for the Moonflow region are on page 94.

Sell Those Tickets - Mission: YRP, the Scalpers Three!

Upon arriving in South Wharf (Map 12-3), turn right towards South Bank (Map 12-2) and talk to Tobli (Fig. 1), who will ask you to sell tickets to his concert. Reply, “Okay, sounds like fun!” to start the mission. Tobli wants 1000 Gil per ticket, so you will only make a profit if you sell the tickets for an average of more than 1000 Gil. Don’t worry if you sell the odd ticket for only a few gil. The important thing is that you sell all the tickets and don’t make an overall loss. If you talked to Tobli in Moonflow in Chapter 1, and completed the mission Shave The Hypello? with all criteria fulfilled, he will sell you the tickets for only 500 Gil each.

Your task is to sell ten tickets. Press ⊡ to talk to people and try to sell them a ticket. You will be given the opportunity to name your price for the tickets to Tobli’s extravaganza, but be careful; ask for too much (or even too little) and you’ll lose the sale. Below is a guide to making as much profit as possible.

Begin by heading down from the cart, where you will encounter a woman who will buy a ticket for 1,500 Gil. Continue towards the South Bank Road (Map 12-1) and on until you reach another woman (Fig 2) who will be willing to pay 1,500 Gil.

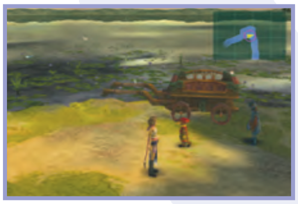
Now head back to the cart, and then left along the bank until you arrive at the save sphere. Here, you can sell another ticket for 1,500 Gil to the lady standing immediately below the save sphere.

Continue left to the South Wharf (Map 12-4) and sell a ticket to the man at the bottom left of the screen (Fig. 3) for 2,000 Gil, then sell one to the person on the steps for 1,500 Gil.

You can now ride the shoopuf across the Moonflow to find yet more customers. The lady next to the spinning machine and the girl next to the Hypello will both pay 2,000 Gil. When you head left to the next screen, the woman on the near-side of the road will also give you 2,000 Gil.

Finally, head left to the North Bank Road (Map 12-8), where you can sell a ticket to the first man that you meet for 1,500 Gil, while the man at the end of the road will be happy to pay 2,000 Gil. That’s all ten tickets sold at a profit! Tobli will be impressed!

At this point, you will return to Tobli automatically. Depending on your performance, he will reward you (see table below), although it is possible that you will receive nothing. However, completing this mission successfully and making a profit will have a positive impact on later events.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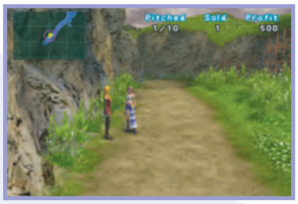

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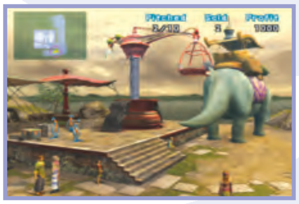

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Tickets Sold	Completed Shave The Hypello? Mission in Chapter 1 Perfectly?	Tickets Sold at a Profit?	Reward
0 to 5	-	-	-
6 to 9	Yes	Yes	Seething Cauldron and the profit in gil
		No	-
	No	Yes	Gun Mage dressphere, Seething Cauldron Garment Grid and the profit in gil
		No	Gun Mage dressphere
10	Yes	Yes	Seething Cauldron Garment Grid, Muscle Belt and the profit in gil
		No	Seething Cauldron Garment Grid, Muscle Belt
	No	Yes	Gun Mage dressphere, Seething Cauldron Garment Grid and the profit in gil
		No	Gun Mage Dressphere, Seething Cauldron Garment Grid

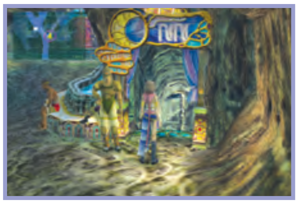
GUADOSALAM

The maps and key for the Guadosalam region are on pages 71 and 79.

Buyer Be Where?

You will only receive the valuable piece of information once in this lucrative mission, so it’s a good idea to save your game before visiting the Data Dealer.

Go and talk to the Data Dealer (Map 7-2) (Fig. 1). After some haggling, he will sell you a piece of information for 10,000 Gil, and then provide a hint as to the identity of the buyer. To hear another hint, ask “Got any data?” one more time.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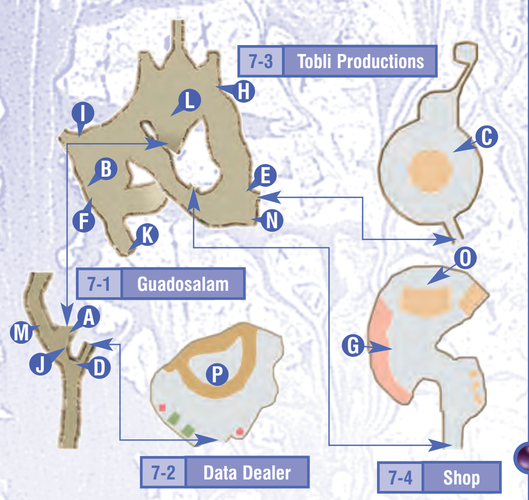
Press ⊡ to talk to the correct person and sell him (or her) the information. Use the table and map to locate the buyer. If you talk to the wrong person once, the market value of the information will be reduced by 10000. If you talk to the wrong person three times, the information will become worthless. After sucessfully selling the data, you can return to the Celsius.

Note: As you can see from the table, the amount the prospective buyers are willing to pay varies hugely. For this reason, if you need the gil, to pay off O’aka’s debts, for example, save your game immediately before visiting the Data Dealer, then buy the data and listen to the first hint, which will identify the buyer. If it is buyer N, O or P, you should probably sell. If not, reset the game and load the relevant save file, then repeat the process until you get the buyer that you want.

Person	Hint 1 From Data Dealer	Selling Price
Ⓐ	The guy you're after is just sitting around.	25,000
Ⓑ	The person is a woman.	25,000
Ⓒ	It's someone loafing about indoors.	25,000
Ⓓ	This man bears himself with confidence.	30,000
Ⓔ	It's someone right next to a door.	30,000
Ⓕ	It was someone rather young, yes.	30,000
Ⓖ	This individual can be found indoors.	30,000
Ⓗ	I believe it's someone interested in joining the Leblanc Syndicate.	40,000
Ⓘ	It's someone sitting down. I wonder what he's doing there...	40,000
Ⓙ	It's a guy sitting down.	50,000
Ⓚ	It's someone near the door that will not open.	50,000
Ⓛ	I haven't the slightest clue what this guy is doing.	50,000
Ⓜ	It's someone by the entrance to town.	60,000
Ⓝ	It is a woman.	70,000
Ⓞ	This guy's in a place you wouldn't expect.	80,000
Ⓟ	It's the last person you'd expect, no question.	100,000



THUNDER PLAINS

The maps and key for the Thunder Plains region are on pages 95 and 96.

LIGHTNING ROD TOWERS

You can also accomplish this task in Chapter 3.

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When you arrive at Thunder Plains South (Map 13-1), talk to the Al Bhed kneeling on the ground next to the first tower (Fig. 1). Offer to assist him by responding, "Maybe we can help?" He will disappear into the Agency (Map 13-4), where he will be available for queries.

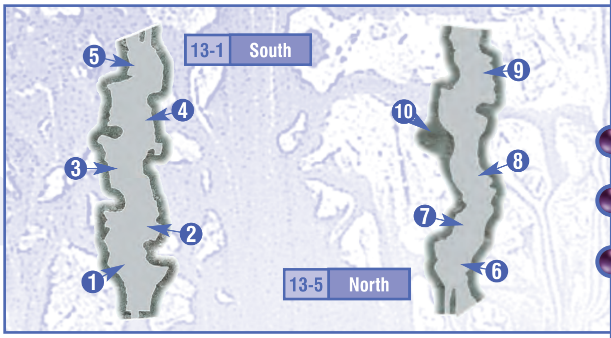
Press ⊗ to inspect each of the ten towers in turn in order to calibrate them correctly. The Lightning Towers are marked with green squares on the guide map. To calibrate the towers, you must press different buttons on your controller. 30 different button icons will flash up on the screen. You must enter them using the corresponding buttons. The Pause function will be deactivated during calibration, meaning that you can't take a breather in the middle of the tricky process. If you enter three incorrect icons, you will have to start again from scratch. The towers vary in difficulty.

As you cross the Thunder Plains, you will encounter Cid, indicated by a pink cross on the guide map (see section below for detailed information). Once all ten towers are calibrated, and provided that you have managed to calibrate five of them without making any mistakes, you will obtain the Samurai's Honour Garment Grid by talking to the Al Bhed in the Agency (Map 13-4).

Easy Towers with Rikku: The more button icons you enter correctly, the faster they will start to appear…

Intermediate Towers with Paine: Three button icons will fall down from the top of the screen. When they reach the middle, one will flash. Press the button that corresponds with the flashing icon before it reaches the bottom of the screen. The more icons that you enter correctly, the faster they will fall down the screen.

Difficult Towers with Yuna: Yuna will calibrate the difficult towers. Your task is to memorise the sequence of button icons that appears on screen in the "Memory Phase" and press the buttons in the proper order during the "Input Phase". Tower 10 is even more complicated, as you will have to enter the sequence of buttons in reverse order (e.g. enter ⊗, ◎, L1 as L1, ◎, ⊗). Tower 10 must be calibrated remotely from a separate location in the North (Fig. 2) (Map 13-5).



MEETING CID

Depending on how you behaved towards Cid in Zanarkand Ruins in Chapter 1 (see page 66), you will now meet him at one of several locations in Thunder Plains South (Map 13-1).

The way you behaved towards Cid in Zanarkand Ruins will not affect your Completed Score. It will only alter the location in which he appears in Thunder Plains South (Map 13-1). Look for the pink cross on the guide map (Fig. 3), and talk to Cid to boost your Completed Score.

03

You will find Cid in Thunder Plains South in Chapter 2. If you don't talk to him in Chapter 2, you will have another chance to talk to him in Chapter 3. The exact conditions are as follows:

- You complained to Cid in Chapter 1, but did not find him in Chapter 2: Completed Score will be increased if you find him in Chapter 3.
- You complained to Cid in Chapter 1 and found him in Chapter 2: You will not find him in Chapter 3.
- You did not complain to Cid in Chapter 1: He will only appear in Chapter 3.

MACALANIA WOODS

The maps and key for the Macalania Woods region are on page 162.

SHEEKING MUSISHUNS? - MISSION: TRACK DOWN THE TROUPE!

Completing this mission will have a positive impact on some future events…

A few steps beyond the Save Sphere in Macalania Woods South (Map 17-1), you will see a frantically waving Hypello. This is Tobli's assistant. He will ask you to find three musicians for him. Reply "Shure, why not?" Next, you must head for Spring (Map 17-8). To get there, take the sparkling sky path via Central (Map 17-5), North (Map 17-6) and then Lake Road (Map 17-7).

You will find Bayra (Fig. 1) at the Spring. Talk to him and give him Tobli's letter to kick off the search for Donga and Pukutak. Bayra will tell you that his companions' spirits are flying through the Woods in the form of butterflies, for which you must search. Three youngsters can be found as well as the musicians. Step into each circle of blue butterflies to make each youngster appear (Fig. 2), starting with the two you find in the Spring. This is not essential to complete the mission, but it means that you will receive yet another Garment Grid in Chapter 3, and anyway, the youngsters are too cute to ignore! Donga (in butterfly form) can be found hanging out on the shimmering sky path at the Central intersection, close to the treasure chest (Map 17-5) (Fig. 3). Pukutak can be found at the far side of the Spring (Map 17-13) (Fig. 4). Upon finding Pukutak, you will automatically return to Bayra at the other side of the Spring (Map 17-8), where you will find a ring of butterflies a few steps to your left that turns out to be another youngster. The third child is in Macalania Woods North (Map 17-3). You will have to jump to reach the butterflies (see guide map and Fig 5). Now talk to Bayra (Map 17-8) one more time to complete the mission and receive the Haste Bangle.

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Choose to linger for a while and talk to the Hypello in Macalania Woods South (Map 17-1) to obtain the Bitter Farewell Garment Grid. Provided that you completed the Guard the Hypello mission in Chapter 1 and did not talk to Tobli before doing so, you will also receive the Minerva's Plate accessory.

If you did not receive Paine's special dressphere Full Throttle in Chapter 1, you should visit Tromell at the Spring (Map 17-8). Talk to him four times to obtain the special dressphere. If this is your first special dressphere, you will also receive the Unerring Path Garment Grid.

05

AND ANOTHER THING…

If you have not yet collected all three Syndicate Uniforms: You can obtain information about the Leblanc Syndicate from Rin at the Travel Agency (Map 17-16). You will only be able to enter the Travel Agency if you completed the mission Follow that O'aka! in Macalania Woods (see page 162) and chose to turn O'aka over to the Al Bhed rather than allow him on board the Celsius.

BIKANEL DESERT

The maps and key for the Bikanel Desert region are on page 74.

FURTHER EXCAVATIONS…

If you have not yet been to the desert, you should start off by reading about the Bikanel Desert mission Can You Dig It? on page 163.
If you visited Bikanel Desert in Chapter 1 and did some digging around, all you have to do now is talk to the Pilot and start a new search. You can choose from the following destinations, where you can dig to find the items listed below:

- Western Expanse: Attack Assembly S.
- Southern Expanse: Attack Assembly A.
- Oasis: A treasure chest containing Phoenix Down.
- Central Expanse and Eastern Expanse: cannot be visited yet.

Learn more about digging in the desert on page 206.

BEVELLE

The maps and key for the Bevelle region are on page 82.

CAT'S BELL OBTAINED

This optional task is only possible if you handed over the sphere to New Yevon at the beginning of Chapter 2.
Head along Highbridge (Map 11-1) to reach Central Bevelle (Map 11-2). Talk to Pacce (Fig. 1) who will give you the Cat's Bell accessory. If you returned the sphere to the Youth League at the beginning of Chapter 2, a few guards will be waiting for you at Highbridge (Map 11-1). They are relatively easy to defeat, but you will not be able reach Central Bevelle even if you beat them. Instead, you will be expelled from the city, emerging in Macalania Woods (Map 17-10).

01

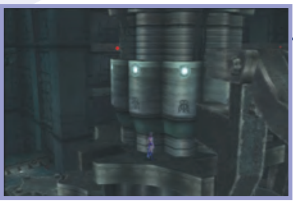
A LITTLE PATIENCE WITH THE MACHINE

In Bevelle – Gaol (Map 11-17), you can obtain two items using the giant machine. How? Find out in this section which follows on from the action that takes place just before entering the Labyrinth in Chapter 2. You can stop the machine by using the platform behind Ormi and Logos.

If you are after the contents of the two chests, make sure that when you turn off the machine, the arm is down where Ormi and Logos are standing. Otherwise, you will have to step back onto the control switch and repeat the process. If you have done everything correctly, you can jump onto the machine's arm and reach the centre (Fig. 2).

Press □ to instruct Rikku when to move the machine's arms, so that you can reach the treasure chests. The machine's five arms can be set to three different heights, but they move in a random pattern. One treasure chest is located on the highest outer level. The passageway leading to the Restricted Area (Map 11-13) is on the lowest outer level.

- Climb onto one of the machine's arms which reaches the outer level and jump across (Fig. 3).
- Press □ to instruct Rikku to move the machine. Then immediately press □ again to stop the machine. Look at how the position of the arms has changed and decide if the level you are at enables you to climb down onto the machine's arms so that you can reach the desired level from another arm (Fig. 4).
- If this is not the case, use Rikku's button pressing services once again. You might have to try a few more times until you find the correct configuration, but you will eventually be rewarded with the accessories Bloodlust and Wring.
- Finally, return to the starting point and continue towards the Labyrinth (Map 11-18).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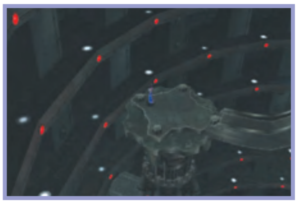
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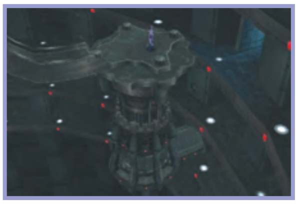
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CALM LANDS

The maps and key for the Calm Lands region are on page 164.

CLASKO MAKING HIS MOVE? - MISSION: CLEAN SWEEP

Guadosalam must be selected as the Hotspot in order to play this mission, which will only be possible if you have previously completed the following tasks:

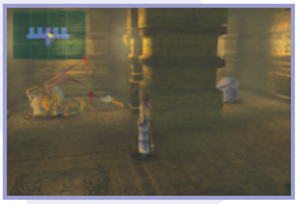
- **Speak to Clasko after the Mushroom Rock Road Foggy Fiend Frenzy! mission in Chapter 1 and invite him on board the Celsius (see page 160).**
- **Speak to Clasko after the Mi'ihen Highroad Mission Cuckoo for Chocobos! in Chapter 2 and invite him on board the Celsius (see page 170).**

Upon arriving in the Calm Lands, you will see a scene involving Clasko. You will then have the choice of following him or going about your business. Run after him to reach the Ruins (Map 18-4). Talk to Clasko and answer, "Sure, why not?" to enter the Ruins (Map 18-5) and start the Clean Sweep mission.

There are 16 fiends situated in the Ruins but 15 of these are illusions that will disappear when you touch them. Your task is to find the real fiend. You are allowed a maximum of two unsuccessful attempts. After the third failed attempt, 16 new fiends will appear. The clue to finding the real monster is to study the direction in which the fiends are looking (Fig. 1). The real fiend will be looking in a different direction to all the illusionary fiends. If you repeatedly choose the wrong fiend, red arrows will helpfully appear to indicate the directions in which the fiends are looking. Once you have tracked down the real fiend, a battle will ensue. The whole process will be repeated four more times before Clasko asks you to help him by fighting one more battle:

1st battle: Skink.
2nd battle: Queen Coeurl, Armet.
3rd battle: Skink, Armet.
4th battle: Three Armets.
5th battle: Queen Coeurl, Skink.

The final battle is against three Blue Elementals. Equip the Menace of the Deep Garment Grid and use Lightning magic to make short work of the fiends. Remember that you can always use the Save Sphere to revive your party members in between battles, but if you save your game, you will have to restart the mission. When you have defeated the three Blue Elementals, Clasko will give you the Alchemist dressphere and the Highroad Winds Garment Grid. This means that you can catch Chocobos during future battles. Find out more about this by talking to Clasko in his newly opened Chocobo Ranch (entrance area, on the right of Map 18-5 – Fig. 2) or on page 208.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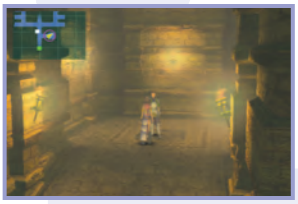
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INCREASING YOUR COMPLETED SCORE

You will find two Ronso children standing next to the Travel Agency in the centre of the Calm Lands (Fig. 3). A conversation with them will do much more than increase your Completed Score.

Make your way to the Travel Agency, where you will meet the two Ronso children, Lian and Ayde. As a result of speaking to them, you will be one step closer to obtaining the Tempered Will Garment Grid in Guadosalam (Chapter 5).

The conversation will proceed differently if you witnessed the dialogue between Kimahri and Garik in Mt. Gagazet in Chapter 1 (see page 167). Either way, your Completed Score will increase.

03

This and That...

Everything that you were able to do in the Calm Lands in Chapter 1 can also be accomplished in Chapter 2.

Whether you wish to become a member of Open Air, Inc. or Argent, Inc., travel by Hover or take part in Lupine Dash, Reptile Run or Sky Slots, you will find detailed information on all these activities on pages 166 and 200.

Don't forget, if you travel by Hover ten times you will receive the Calm Lands Discount Pass. This reduces the cost of Hover travel from 10 to 5 credits.

MT. GAGAZET

The maps and key for the Mt. Gagazet region are on page 76.

Gaining Ronso Trust

You will remember that you had seven conversations on Mt. Gagazet back in Chapter 1. In Chapter 2, you will have one last chance to improve your standing in the eyes of the Ronso. If you are successful, Garik will fight with only half his strength in the optional task in Chapter 3 and a statue of Yuna will be erected in Chapter 5. In the following table, you will find a list of the relevant statements and responses, as well as how many Trust points they are worth. You can read more about gaining the trust of the Ronso, Garik's battle and the statue of Yuna, on pages 183 and 198.

Statements and Answers

Ronso	Ronso Statement	Possible Answers	Value
Ronso lady next to Kimahri	Worry is great burden on Elder's shoulders.	He does seem very tired.	1
		You should help Kimahri!	0
		Of course - he's the elder.	-1
Garik (automatically on first visit, otherwise on the right-hand side, near the Ronso lady)	Garik swear to mountain! Garik avenge murdered Ronso!	Have you talked with Kimahri about this?	-1
		What if the Guado retaliate?	1
		That won't make anyone happy.	0
Map 10-1: Ronso lady on the right-hand side	Guado must die for Ronso future!	You have to cool off and think.	-1
		And what of the Guado?	1
		What future will that bring?	0
Map 10-1: Ronso who is running around	Al Bhed, too, suffer at hands of Guado. Guado is source of much chaos!	It's not as simple as that!	-1
		Maybe the Guado really are to blame.	1
		The Al Bhed have put revenge behind them.	0
Map 10-1: Another Ronso who is running around	Garik will march, fight Ronso enemies. Fight Guado!	Can you think of nothing but fighting?	-1
		Please, try to think about it some more.	1
		Will that make you satisfied?	0
Map 10-1: Ronso in red armour on the left-hand side	Elder is weakling, Garik move too slow! Guado will escape us!	They have to think everything through.	-1
		Then... there won't be anyone left to fight.	1
		There's nothing we can do about it.	0
Map 10-8: Ronso in Gagazet – Mountain Cave	Many people come to sacred mountain uninvited. Sphere hunters are problem!	They're searching for the mountain's secrets.	0
		They should take better care of the mountain.	1
		That's the way things are now.	-1

ZANARKAND RUINS

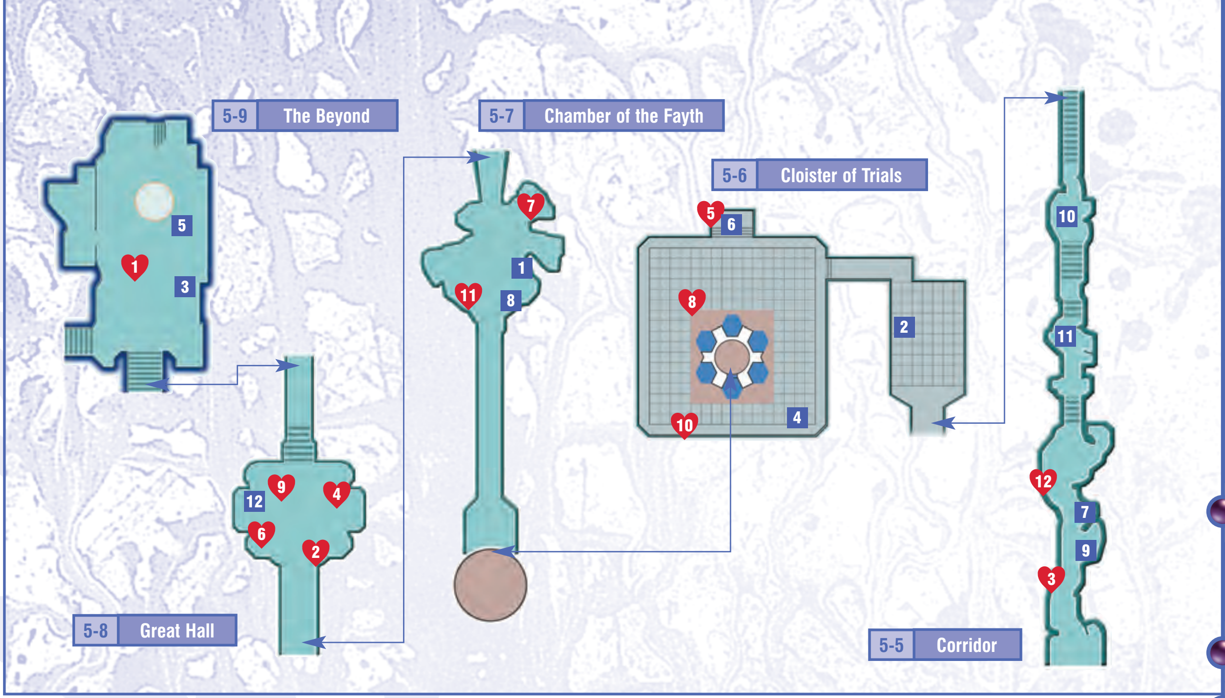
The maps and key for the Zanarkand Ruins region are on page 65.

Operation: Monkey!

Upon your arrival at the Zanarkand Ruins (Map 5-1), go to the Dome Corridor (Map 5-5). On your way there, you will witness a scene that boosts your Completed Score. Once you have arrived in the Corridor, talk to Isaaru at the bottom of the first staircase. He will complain that the mischevious monkeys are damaging the tourist trade, prompting the equally mischevious Rikku to formulate Operation: Monkey!, an unusual mission in which your task is to pair up each of the temple monkeys with their soul mate.

When Isaaru disappears, you can immediately start searching for the simian sweethearts. Look for the monkey that is marked on the map with "heart symbol 1". Press ⊗ to pick up the animal and carry it until you find the monkey that is marked with "square symbol 1". When prompted, set the animal down by pressing ⊗. You have successfully ignited the flames of monkey love! How sweet. You can unite the eleven remaining pairs in the same way (please refer to the table). As a reward for your matchmaking efforts, you will receive the Soul of Thamasa accessory and can then return to the Celsius.

No.	Take Heart Symbol Monkey to...	...Square Symbol Monkey
1	Birch	Sequoia
2	Spring	Autumn
3	Dusky	Dawne
4	Rosemary	Thyme
5	Terran	Skye
6	Minni	Maxx
7	Summer	Winter
8	Peke	Valli
9	Canis	Felina
10	Arroh	Quivrr
11	Golde	Sylva
12	Luna	Sol



CELSIUS

The maps and key for the Celsius can be found on page 55.

BUSINESS AS USUAL...

Apart from searching through the chests in the Engine Room for anything useful or having a rest in the Cabin, there is nothing in particular to do on board the Celsius. If O'aka should happen to be on board, you can help him to pay off his debts (please refer to the section that deals with him specifically on page 184).

SECONDARY MISSIONS CHAPTER 3

BESAID ISLAND

The maps and key for the Besaid Island region are on pages 61 and 88.

GUNNER'S GAUNTLET (CLOISTER OF TRIALS)

You must have successfully completed the Protect Besaid Temple! mission before you can play this mini-game.

Provided that you have successfully completed the mission here in Chapter 3 and defeated Valefor in Besaid Temple, you can now talk to the monk at the top of the stairs (Fig. 1) in the Great Hall (Map 4-15). Select "Run the Gauntlet" to start the game straight away, or select "How to Play" to familiarise yourself with the rules first. You can find out all you need to know about this mini-game on page 210.

01

USE THE BESAID KEY AND OBTAIN THE SEARCH SPHERE

You can either buy the Besaid Key in the local shop (Map 4-10) for the exorbitant price of 900,000 Gil, or obtain it for free during the Calm Lands Tourist Trap mission (see page 181).

Go to the Monks' Chamber (Map 4-17) and open the treasure chest with the Besaid Key. Take out the Search Sphere which will enable you to find the four ciphers necessary to gain access to the treasure chests on Waterfall Way (Map 4-5) and in the Cave (Map 4-4). The priest in the Nuns' Chamber (Map 4-16) will explain how to use the Search Sphere.

TREASURE CHESTS IN THE TRIALS

You must complete the mini-game Gunner's Gauntlet in order to open the treasure chests in the Trials.

The items in the treasure chests (Map 4-18) can be considered an additional reward for a good performance in the challenging Gunner's Gauntlet mini-game. For more information, please refer to page 210.

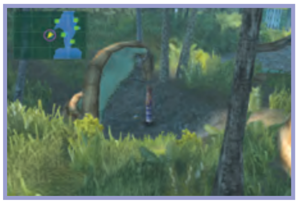
THE RAGING GIANT GARMENT GRID

You must first have found the Search Sphere in order to accomplish the following task (see page 177).

Once you have the Search Sphere, a meter will appear on the bottom right of the screen, but only when you are outside. The meter works in a similar way to a metal detector, and will help you track down four miniature CommSpheres, which are required to locate the four ciphers that open the secret passage in the Cave (Map 4-4). Hold ◎ to activate the meter, and start scanning for an area that emits strong feedback. When you get a positive reading, press ⊗ to dig up the miniature CommSphere. (Tip: hold ◎ down whilst walking around. At the same time, press ⊗ repeatedly.)

- You will find the first cipher in Besaid Village (Map 4-9), in the grassy area on the left-hand side (Fig. 2). Activate the miniature CommSphere by pressing ⊗, then zoom in on the area marked in Fig. 3 and make a note of the cipher displayed on the green sphere.
- You will find the second miniature CommSphere on the Village Slope (Map 4-8) (Fig. 4). Dig it up, then point your viewfinder up the slope (Fig. 5) and zoom in to see the cipher.
- You will discover the third miniature CommSphere on Waterfall Way (Map 4-5) (Fig. 6). Zoom in on the waterfall to see the cipher.
- You will find the fourth miniature CommSphere in the Valley (Map 4-3, Fig. 7). Zoom in on the small palm tree in the distance and note down the last cipher.

Enter the Cave (Map 4-4) and turn right. On the left-hand wall you will see a small keypad where you can input the four ciphers. If you enter them correctly, the stone slab blocking the passageway will slide away. Continue down the passageway until you emerge outside, whereapon you will find yourself on Waterfall Way. Walk along to the left, until you find a treasure chest (Map 4-5) (Fig. 8) containing the Raging Giant Garment Grid.



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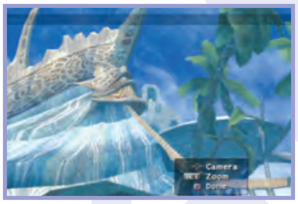

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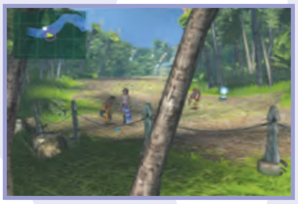

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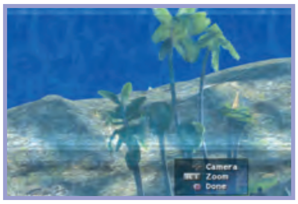

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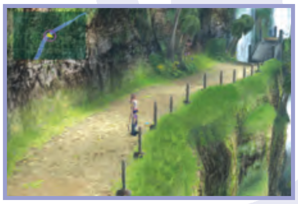

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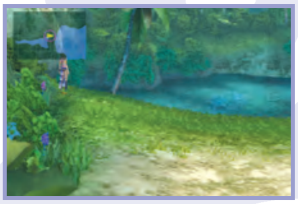

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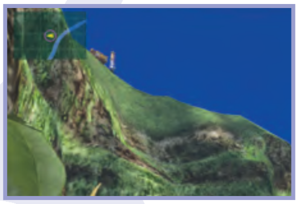


08

KILIKA ISLAND

The maps and key for the Kilika Island region are on pages 67 and 89.

REWARDING THE SUCCESSFUL MONKEY HUNTER

If you succeeded in finding all 13 of the Squatter Monkeys in Kilika Woods in Chapter 1 (see page 156), you can now collect your reward from the woman at the Dock.

The woman who asked you to find the Squatter Monkeys in Chapter 1 is still on the right-hand side of the Dock (Map 6-1) (Fig. 1). If you managed to find all 13 monkeys in the Woods, talk to her repeatedly to obtain the Chaos Maelstrom Garment Grid. If you did not find all 13 monkeys, go back to the Woods (Map 6-5) and search for the rest (see page 156). However, you won't get your reward until Chapter 5.

01

2ND CONVERSATION WITH THE CAMERAMAN

As in Chapter 1, look for the cameraman on the right-hand side of the Residential Area (Map 6-2). Talk to him, and reply, "Okay, thanks". This is the only way that you can reach the Youth League HQ in Chapter 5.

LUCA

The maps and key for the Luca region are on pages 52 and 157.

SPHERE BREAK TOURNAMENT

After all that practice, you now have the chance to play Sphere Break under competitive tournament conditions. Luca has gone Sphere Break crazy!

Upon arriving in Luca, a cut scene will get you in the mood for the Sphere Break Tournament. You will receive 5 Reptile Coins, 5 Bird Coins, 5 Wasp Coins and 5 Ahriman Coins. Your goal is to win three matches against three different opponents in order to qualify for the final. For all other information on this entertaining mini-game, read the separate section on page 211. During your stay in Luca your Completed score will increase three times: once, when you enter the city, again after qualifying for the Sphere Break Tournament final, and immediately after your victory.

MI'IHEN HIGHROAD

The maps and key for the Mi'ihen region are on page 158.

HINTS FOR DETECTIVE RIN

If you decide to complete this secondary mission (see page 217), you should bear in mind the following information:

Your first visit to Mi'ihen Highroad in Chapter 3 should not start from the Celsius or from Luca but from Mushroom Rock. If you happen to be on the Celsius, select Mushroom Rock Road from the Mission Select screen. When you arrive, go and talk to Buddy, who will be standing nearby (Map 15-1) (see page 159). Head south from the Save Sphere, towards North End (Map 16-8). In the ensuing scene, a man will run past you (Fig. 1). This is Prophet, and seeing him should give you an important clue for the Detective Rin secondary mission. Everything will eventually become clear. You can read further information on page 217.

01

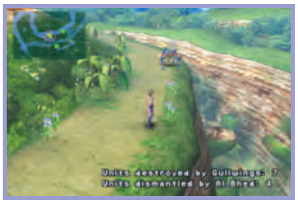
MACHINA GONE WILD - MISSION: MACHINA MAYHEM

A scene will herald the beginning of the mission. Reply "Let's do it!" to start the race to stop the misbehaving machina. Be sure to save your game at the Save Sphere, as the Escape Command will be disabled during your battles with the defective machina.

The battles with the Scout Machina and Machina Rangers should not give you too much trouble at this stage of the game. Guard your party members against Darkness and use the White Mage magic Protect when required.

Since the Al Bhed are also taking on the machines, you will not have to disable all 13 (check your tally displayed at the bottom of the screen). The machina units will be indicated as green squares on your guide map. All you have to do is follow the road from South End (Map 16-1) via Agency, Front (Map 16-4) until you reach the far corner of Oldroad, South (Map 16-10).

To tackle the hard to reach machina units at Newroad North (Fig. 2) (Map 16-7), press ◎ and jump over.


Units destroyed by Gullwings: 7
Units dismantled by Al Bhed: 4
02

Your mission will end when all 13 machina units are dismantled. You will be rewarded with 10,000 Gil as well as the Undying Storm Garment Grid. If you succeeded in dismantling 7 machina or more, you will see Rin in the background during the ensuing scene. Afterwards, you will be taken back on board the Celsius.

MUSHROOM ROCK ROAD

The maps and key for the Mushroom Rock Road region are on page 159.

INCREASING YOUR COMPLETED SCORE

Upon arriving at Mushroom Rock (Map 15-1), run towards the Ravine Path (Map 15-2) where you will meet Yaibal. The content of the conversation will depend on whether you handed the sphere over to New Yevon or the Youth League in Chapter 2, but will not have any effect on your Completed score. Don't forget the nearby treasure chest containing 2000 Gil.

DJOSE TEMPLE

The maps and key for the Djose Temple region are on pages 72 and 91.

OBTAIN AN AL BHED PRIMER

01

Visit the Djose Temple before the location is marked as a Hotspot.

Approach the front of Djose Temple (Map 8-3) to trigger a scene with Gippal (Fig. 1). Is that Rikku blushing? Who would have thought it? Well, there's a first time for everything! After talking to Gippal you will receive an Al Bhed Primer. You can then return to the Celsius.

Incidentally, once Djose Temple has been marked as a "Hotspot", you can no longer obtain the Al Bhed Primer. Therefore, it is imperative that you visit Djose Temple before completing the first two missions in Chapter 3.

MOONFLOW

The maps and key for the Moonflow region are on page 94.

INCREASE YOUR COMPLETED SCORE

Upon arriving at South Wharf (Map 12-3), turn right and head towards the South Bank (Map 12-2). Tobli is watching the concert, so go and talk to him (Fig. 1). The conversation will increase your Completed score.

The number of spectators, and consequently Tobli's demeanour, will depend on your ticket-touting skills in the YRP, the Scalpers Three! mission in Chapter 2 (see page 172). Your success at completing the Macalania Woods Track Down the Troupe! mission in Chapter 2 (see page 174) will determine which musicians will be performing at the concert.

01

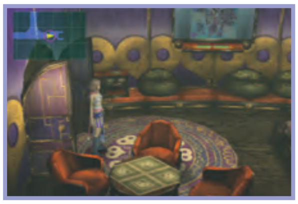
GUADOSALAM

The maps and key for the Guadosalam region are on pages 71 and 79.

Changing the Final Scene

If you would like to see a bonus scene at the end of the game, you should attend to the following tasks.

From the starting point, enter the Chateau and speak to Logos and Ormi who are in the Living Room (Map 7-7). They're worried because their boss has been depressed since her beloved Nooj vanished. Head upstairs to talk to Leblanc in her Private Quarters (Map 7-8). She's clearly feeling very down. Maybe you can help her? Return to Logos and Ormi, who will tell you to meet them in their room. Enter the Hidden Passageway (Map 7-9). Follow the passageway round until you reach the room on the right-hand side of the guide map (Fig. 1), just beyond the Save Sphere. When you arrive there, Logos and Ormi will come and give you Logos's Sphere and Ormi's Sphere. Watch their 'entertaining' home movie, then press ⊗ to pick up the glowing red Gaol Sphere from the shelf on the right.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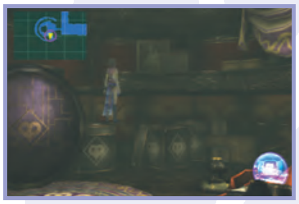
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Maechen will now arrive. Time to put the kettle on! Talk to him and select "Please, go on" to ensure that you will meet him again in Chapter 5. Before going back upstairs you should also get the Tetra Band and Crimson Sphere 4 from the treasure chests in the Hidden Passageway. Some climbing is required to reach the latter (Fig. 2). Afterwards, you can head back to the Celsius via the Save Sphere.

THUNDER PLAINS

The maps and key for the Guadosalam region are on pages 95 and 96.

Lightning Rod Towers

You will already have had an opportunity to complete this mission in Chapter 2. Read page 173 to find out how to calibrate the ten towers and what rewards you will earn for doing so. This will be your last chance to take care of this task in Chapter 3.

Meet Cid and Increase Your Completed Score

Your behaviour towards Cid in the Zanarkand Ruins (see page 66) in Chapter 1 will have affected the location of your reunion in the South region of the Thunder Plains (Map 13-1).

Look for a pink cross on the guide map. For an account of the exact circumstances under which you will see Cid again, read the Thunder Plains section of the secondary missions Chapter 2 (page 173).

Increase Your Completed Score

Two Ronso children will greet you in the North region. Your encounter with them will increase your Completed score and achieve more.

From your starting point, move towards the North region (Map 13-5) and look for a pink cross on your guide map. At the corresponding point, you will meet the Ronso children Lian and Ayde (Fig. 1). You may already have spoken to them in the Calm Lands in Chapter 2. Your responses during the conversation will not have much bearing on the subsequent course of the game. However, this interlude will increase your Completed score, and will also help you to obtain the Tempered Will Garment Grid in Guadosalam in Chapter 5.

01

MACALANIA WOODS

The maps and key for the Macalania Woods region are on page 162.

Travel Agency SOS - Mission: Secure the Agency!

If possible, you should settle O'aka's debts before starting this mission (for more details, read page 177). The mission starts immediately after your arrival in Macalania Woods and takes place at the Agency Front (Map 17-15). You must fight six consecutive battles. You will not be able to escape during any of them and you will not be able to heal your party between bouts, only during. You will, however, have the option of continuing with the next battle or fleeing by selecting "Fight!" or "Flee..." respectively. You will receive the Pride of the Sword Garment Grid after you have defeated the following opponents:

1st battle: Rhyos, Vertigo.
2nd battle: Barbuta x 3.
3rd battle: Flan Blanco, Barbuta.
4th battle: Rhyos, Vertigo.
5th battle: Barbuta x3.
6th battle: Flan Blanco, Barbuta.

Upon defeating your final opponent, enter the Agency (Map 17-16) where you will receive the Berserker dressphere and an Al Bhed Primer.

If you have cleared O'aka's debts, a scene with the newly solvent merchant will follow. This will improve your Completed score. Upon leaving the Agency, O'aka will call after you, telling you that he will run his business here from now on (for more details, read page 196). This conversation will increase your Completed score. You are now free to check the treasure chests in Macalania Woods for items, attend to the next task, or return to the Celsius.

Obtain the Howling Wind Garment Grid

Only possible if you found all three children during the Track Down the Troupe! mission in Macalania Woods in Chapter 2 (see page174).

From your starting point head to the Spring (Map 17-8) and talk to all three of the children that you found in Chapter 2. At the far end of the Spring, the children's Amorphous Gel playmate will rise out of the ground to greet you (Fig. 1). Don't worry, it's surprisingly friendly. Press ⊗ to examine it and receive the Howling Wind Garment Grid.

01

BIKANEL DESERT

The maps and key for the Bikanel Desert region are on page 74.

The Cactuar Connection

Although you can start this secondary mission in Chapter 3, you can only complete it in Chapter 5.

A truly delightful mission will begin as soon as you arrive in Bikanel Desert – West (Map 9-1). After the scene, talk to Benzo, who is right in front of you. He will advise you to talk to Marnela. Ask the Pilot to take you to meet this "prickly lady". After you've talked to her, select "Cactuar Nation" from the list of destinations. You can read more about Marnela, the Ten Gatekeepers and The Cactuar Connection mission on page 216.

BEVELLE

The maps and key for the Bevelle region are on page 82.

Increase Your Completed Score and More…

Provided that you handed over the sphere to New Yevon at the beginning of Chapter 2, you can take care of two tasks in Bevelle. If, however, you handed the sphere to the Youth League, you will only be able to enter Bevelle after Djose Temple has been marked as a Hotspot.

In Central Bevelle (Map 11-2), you will find a few people arguing close to the large gate. Get involved in the argument in order to increase your Completed score. In addition, go and talk to Pacce in Limbo (Map 11-21). Reply "Go for it!" to obtain the Blood of the Beast Garment Grid. The conversation will also increase your Completed score.

Increase Your Completed Score at a Secret Meeting

Only possible once Djose Temple is no longer marked as a Hotspot.

First change the direction of the main lift in the New Yevon Headquarters entrance hall (Map 11-3) then ride the lift down to the Bevelle Trials. Go to the Antechamber (Map 11-8), where you will glimpse Gippal and boost your Completed score. This brief encounter will not be possible, however, if you already met Nooj in Limbo (Map 11-21).

Proceed from the Antechamber to Limbo (Map 11-21). On your way there you must climb both of the columns in the Labyrinth (Map 11-16) to activate the bridge. Upon arriving in Limbo, you can watch a familiar trio… and increase your Completed score. A battle against a Malboro will follow, but that shouldn't pose any major problems. Finally, a scene will take place involving your Gullwing heroines, which will also raise your Completed score. Before returning to the Celsius via the nearest Save Sphere, search the floor carefully for Crimson Sphere 1 (Fig. 1).

01

CALM LANDS

The maps and key for the Calm Lands region are on page 164.

Fiends in the Gorge Cave - Mission: Tourist Trap

Depending on how the game has progressed so far, two missions will be available when you select Calm Lands from the Mission Select screen. This is the first one.

Your sojourn in the Calm Lands starts in Gorge Bottom (Map 18-7). First, make a detour to get the Sprint Shoes accessory from Calm Lands Central (Map 18-2) before starting the mission. When you're ready, join the crowd gathered at Gorge Bottom. After the scene, reply "Alright, we'll help", to start the mission.

Enter the Cavern of the Stolen Fayth (Map 18-8). Your task is to escort 15 tourists safely from the depths of the fiend-infested cavern. Unfortunately, each tourist has a specific eccentricity to consider. For example, some only want to be escorted out with a certain number of other people. You can get a particular person to come with you by carefully choosing the sequence in which you invite each tourist to accompany you. You have two options: either you make numerous trips back and forth into the cavern, only escorting one or two tourists at a time, or you use the handy map overleaf that indicates the best sequence for talking to people. If you refer to the map, you can escort as many as 13 people to the exit in one go. This is the order in which you should invite tourists to join your party:
2, 3, 11, 8, 1, 7, 9, 10, 12, 13, 4, 5 and 6

To talk to a tourist, approach them and press ⊗. You will then have the choice of either inviting the tourist to join your rescue party, by saying "Follow me!", or leaving them behind by saying "Wait here".

>>

>> Eccentricities:

In addition, there are some important factors to consider when searching for tourists:

- Even though you can't see 11, as he is hidden by the cavern wall (Fig. 1), you can still talk to him by pressing ⊗.
- 9 and 10 are a couple and will either join the rescue party together or not at all.
- 7 will run past you (Fig. 2).
- 12 and 13 are two children who will initially run away when you approach them. You will find them again later, hiding at the rear of the cavern (Map 18-8) (Fig. 3).
- Once you have talked to 9, 10 will follow automatically.
- 4, 5 and 6 will only join your rescue team together.
- You should only approach 14 after you have rescued the first 13 tourists. Then look for 15 after you've spoken to 14.
- In between rescue attempts, leave the cavern for a moment to talk to the man standing in the crowd outside (Map 18-7). He will give you an Energy Core (Fig. 4). Don't stray too far from the cave entrance, however, as this will suspend the mission.

01

02

03

04

After Rescuing the First 13 Tourists

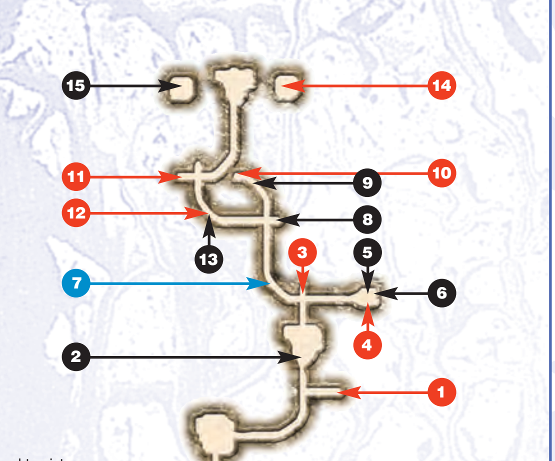
When you escort the tourists to the cavern entrance (Map 18-7), they will start to leave the cave. Some of the tourists will give you Energy Cores as a way of expressing their gratitude:

- Tourists 1, 3, 4, 10, 11 and 12 will each give you an Energy Core. The man standing outside the cave to the right of the entrance will give you your seventh Energy Core.
- Tourist 7 will give you the Besaid Key, which you can use to open the Monks' Chamber chest in Besaid Island (Map 4-17) and obtain the Search Sphere.

Energy Cores and Teleporter Platforms

The Energy Cores are needed to activate the teleporter platforms necessary to access new areas:

- 5 Energy Cores will enable you to teleport from the Cavern of the Stolen Fayth (Map 18-8) to the Chamber of the Fayth (Map 18-9).
- 6 Energy Cores are needed to teleport between platforms.
- 7 Energy Cores will enable you to reach the room on the right containing tourist 14.
- 8 Energy Cores will enable you to access the room on the left containing tourist 15.



● Normal tourist
● Tourist with the Besaid Key
● Tourist with an Energy Core
Tourists 7, 12 and 13 will flee as soon as you approach them

Tourists No. 14 and 15

Step onto the teleporter platform at the entrance of the Cavern of the Stolen Fayth and press ⊗ to be transported to the rear of the cavern. Once there, press the right directional button (➔) and ⊗ at the same time to be teleported into a secret chamber. Open the treasure chest to get the Lightning Gleam and talk to tourist 14. Return to the exit (via the teleporter platform, pressing ⬇ and ⊗ at the same time), where tourist 14 will give you the eighth Energy Core, which will fully restore functionality to the teleporter platforms.

Step back onto the teleporter platform at the rear of the cavern and press ⬅ and ⊗ together to reach another secret chamber. Get the Wall Ring from the chest before talking to the last of the hapless tourists and returning to the Cavern of the Stolen Fayth entrance. With all of the way, it's time to face the fearsome aeon Yojimbo, who lurks in the Chamber of the Fayth (Map 18-9). You may wish to consider saving beforehand – don't be afraid to leave the mission in order to do so.

Go for the Boss

Head for the rear of the cavern again. Stand on the teleporter platform and press ⬆ and ⊗. You will emerge in the Chamber of the Fayth (Map 18-9) where you will be confronted by the boss Yojimbo and his "little pet", Daigoro.

Defeat Yojimbo to obtain the Tetra Master Garment Grid. Afterwards, you will return automatically to the Celsius. If you wish, go back to the Chamber of the Fayth (Map 18-9) and take the Star Bracer accessory from the treasure chest.

The Boss Yojimbo

Make sure that you guard your party members against Poison by equipping the relevant accessories, such as Star Pendant or Glass Buckle. In addition, use the White Mage magic Protect on your party members and frequently replenish their HP with the Pray ability and Cure magic. Your opponent's Zanmato attack will leave your entire party with just 1 HP, so be prepared for it by having a quick cure ready. You should also have sufficient Ethers to replenish any MP that might be drained by your opponent's attacks. Accessories that automatically respond to low HP are also recommended, especially Regen Bangle, which (casts Regen). Be warned, with 22,000 HP, an arsenal of devastating attacks AND an angry little helper, Yojimbo can prove to be a very dangerous opponent. Good luck!

YOJIMBO										Location	Calm Lands				
Oversoul	-	Class	-	Chapters	1	2	**3**	4	**5**	Level	36	HP	22000	MP	9999
Strength	44	Defence	50	Magic	61	Magic Def.	106	Fire	-	Lightning	-	Gravity	IMM		
Agility	120	Luck	7	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Power Wrist x1	**Bribe**	Normal	-									
Gil	2000	Rare	Power Wrist x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (47%)													
Drop	Normal	Recovery Bracer x1	EXP	AP	Gil										
100%	Rare	Recovery Bracer x1	2000	15	1500										

MISSION: CLEAN SWEEP OR THE CHOCOBO RANCH

Depending on how the game has progressed so far, two missions will be available when you select Calm Lands on the Celsius Mission Select screen. This is the second one. If you have not already completed Clean Sweep in Chapter 2, Clasko will be waiting for you outside the Facility Ruins (Map 18-4). For more information on this mission as well as the requirements for playing it read page 175.

If you already completed the mission in Chapter 2, you can still visit Clasko who will be waiting inside the Ruins (Map 18-5). Clasko will tell you about the Chocobos and give you some Ghysahl Greens and Pahsana Greens. With this essential equipment in hand, there is only one thing standing between you and the Chocobo Ranch: detailed information and useful tips. These can be found on page 208.

THIS AND THAT...

Everything that you were able to accomplish in the Calm Lands in Chapter 1 can also be carried out in Chapter 3. If you wish to learn more about representing Open Air, Inc. or Argent, Inc., travelling by Hover, or playing Lupine Dash, Reptile Run and Sky Slots, detailed information can be found on pages 166 and 200.

Remember that if you travel by Hover ten times, you will receive the Calm Lands Discount Pass, which will reduce the cost of Hover travel from 10 to 5 credits.

MT. GAGAZET

The maps and key for the Mt. Gagazet region are on page 76.

RONSO RAMPAGE - MISSION: BATTLE BLOCKADE

This mission will have an effect on the Guadosalam, Macalania Woods and Mt. Gagazet episodes. In addition, the contents of the chest in the Time Capsule (Map 7-5) will change, as will the CommSphere sequences from Mt. Gagazet and Macalania Woods. Talk to Kimahri who is standing at the bottom of the Mountain Trail (Map 10-2). The noble Ronso will give you the Trainer dressphere, provided that you have previously fulfilled the following requirements:

1. You said to Kimahri in Chapter 1: "You have to learn to deal with these things". Or you told him in Chapter 2 "You have to figure this out on your own".
2. If you have not fulfilled the above conditions, you must have talked to Kimahri at least three times in Chapter 2.

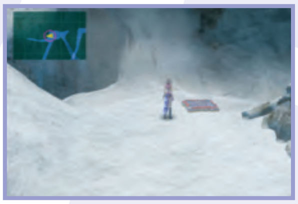
Afterwards, the mission will start as soon as you say to Kimahri, "Let's go". As the teleporter platforms are not operational thanks to Garik, you must set off on foot to undertake the long journey across the Mountain Trail (Map 10-2) to reach Fayth Scar (Map 10-4). On the way, you will find a teleporter platform just before reaching the Prominence (Map 10-3) (Fig. 1). Step onto it to repair it.

When you eventually reach Fayth Scar (Map 10-4), don't climb the rock face. Instead, follow the path left to enter the Mountain Cave (Map 10-8). Here, where the path forks, you will find another teleporter platform to repair (Fig. 2). After doing so, go up the stairs towards the Summit Region (Map 10-10). On your way, you will pass a Save Sphere and yet another teleporter platform (Fig. 3) that can also be repaired by stepping onto it. Now, save your game, as the next boss is close by.

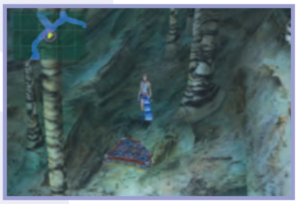
After taking only a few steps further towards the Summit Region (Map 10-10), you will confront Garik Ronso and his two Ronso Youth sidekicks. Defeat them and you will be rewarded with the Wishbringer Garment Grid.

The Boss Garik Ronso and Ronso Youth

Don't worry too much about the Ronso Youths; concentrate solely on Garik Ronso. Your Songstress should use either Matador's Song or Darkness Dance to guard against your opponents' physical attacks. Otherwise, the usual tactics apply as regards protecting your party with the White Mage magic Protect and casting Pray or Cure when required. Garik's behaviour in combat will vary according to how successful you were at gaining Ronso trust in Chapters 1 and 2 – see pages 167 and 176. If you won sufficient trust, Garik will act more defensively, making him much easier to defeat.



01



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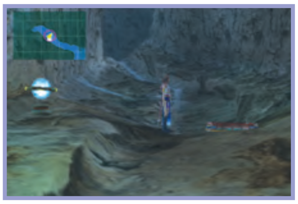


03

GARIK RONSO

Location	Mt. Gagazet														
Oversoul	-	Class	-	Chapters	1	2	**3**	4	5	Level	33	HP	6880	MP	238
Strength	43	Defence	34	Magic	56	Magic Def.	3	Fire	-	Lightning	-	Gravity	IMM		
Agility	102	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	25%	Normal	Icy Gleam x1	**Bribe**	Normal	-									
Gil	130	Rare	Icy Gleam x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage													
	Resistance:	Darkness (8%), Poison (8%), Zantetsu (8%)													
Drop	Normal	Shining Bracer x1	EXP	AP	Gil										
50%	Rare	Shining Bracer x1	380	3	90										

RONSO YOUTH

Location	Mt. Gagazet														
Oversoul	-	Class	-	Chapters	1	2	**3**	4	5	Level	24	HP	4060	MP	170
Strength	51	Defence	23	Magic	48	Magic Def.	3	Fire	-	Lightning	-	Gravity	IMM		
Agility	78	Luck	2	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	25%	Normal	Mythril Bangle x1	**Bribe**	Normal	-									
Gil	80	Rare	Mythril Bangle x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Curse, Auto-Life, Doom, %-Damage													
	Resistance:	Darkness (8%)													
Drop	Normal	Remedy x1	EXP	AP	Gil										
100%	Rare	Remedy x2	220	2	20										

ZANARKAND RUINS

The maps and key for the Zanarkand Ruins region are on page 65.

Operation: Monkey

If you haven't already completed this mission, you now have a final opportunity to do so. You can read all about uniting the monkey sweethearts on page 176. Also, don't forget to check on the freshly re-stocked treasure chests in the surrounding area.

CELSIUS

The maps and key to the Celsius can be found on page 55.

20 CommSpheres

In Chapter 3 you can place a total of 20 CommSpheres in different locations. Some will be automatically placed when visiting regions, others will be placed by Shinra. To set up the CommSpheres network, arrive at a location and wait until you see Shinra, who will then take care of the technical details. CommSpheres enable communication between the Celsius and different locations across Spira. You can find out more about this in Chapter 4.

The table to the right explains where you will have to go in order to place the 20 CommSpheres:

Place	Map and Region	Page
Besaid Island	4-9 Besaid Village	61
Kilika Island	6-8 Kilika Temple	89
Luca	1-9 Square	157
Mi'ihen Highroad	16-4 Agency, Front	158
Mi'ihen Highroad	16-7 Newroad, North (*1)	158
Mushroom Rock	15-8 Youth League Headquarters (*2)	159
Djose Temple	8-5 Great Hall	72
Moonflow	12-3 South Wharf	94
Guadosalam	7-1 Guadosalam	71
Thunder Plains	13-1 South	95
Macalania Woods	17-1 South	162
Macalania Woods	17-15 Agency Front	162
Bikanel Desert	9-1 Bikanel Desert – West	74
Bikanel Desert	9-4 Bikanel – Cactuar Nation	216
Bevelle	11-1 Highroad	82
Calm Lands	18-2 Calm Lands – Central	164
Calm Lands	18-5 Ruins	164
Mt. Gagazet	10-1 Gagazet – Mountain Gate	76
Mt. Gagazet	10-4 Fayth Scar	76
Zanarkand Ruins	5-1 Zanarkand Ruins	65

*1: Go to Shinra after the Machina Mayhem mission.
*2: Will be removed later, provided that the sphere was handed over to New Yevon at the beginning of Chapter 2.

This and That...

As in every Chapter, be sure to take a rest in the Cabin if you want to view a special scene in Chapter 5.

If Clasko is still aboard the Celsius, he will now travel to the Calm Lands and a new secondary mission will commence (see page 183). The Calm Lands mission information text on the Mission Select screen will change as a result.

If O´aka is still on the Celsius, you should talk to him to increase your Completed score. In addition, now would be a good time to pay off his debts (especially before you go to Macalania Woods). He will then leave the Celsius and head for the Agency in Lake Macalania (Map 17-16). Find out more about O'aka on page 196.

Secondary Missions Chapter 4

CELSIUS

The maps and key to the Celsius can be found on page 55.

The CommSpheres

To look through the CommSpheres, talk to Shinra as described in the Walkthrough on page 93. There are three stages after each of which the scenes will change:

- Stage 1: After the conversation with Paine on the Deck (see Walkthrough, page 93).
- Stage 2: After the conversation with Buddy on the Bridge (see Walkthrough, page 93).
- Stage 3: After completion of the Moonflow mission, Where's Tobli? (see Walkthrough, page 94).

Checking in at the various locations via the CommSphere network is more than just a pleasant pastime, as you will find various items and important nuggets of information at some of the locations. In addition, witnessing certain scenes will determine whether or not you will fully complete certain episodes. For example, if you miss Scene 3 in Kilika Port, the best you can hope for in Chapter 5 will be "Episode Concluded", rather than "Episode Complete". This means that your Completed score will not be increased by the maximum amount possible.

Furthermore, you must fulfil certain requirements to view all the scenes. For this reason, when there are several possible scenes in a particular location, they are marked with "A" and "B" on the following pages. Usually you will have to move the remote camera around in order to talk to everyone and see everything on offer. Press □ to cancel your session at any time. However, the next scene will only be displayed if at least some of the relevant information was shown during the previous scene.

To Besaid Island by CommSphere

✚ = Completed Score Increased?

Stage 1: After the conversation with Paine

Scene	Notes	✚
1	The camera must be turned to the right and pointed at Wakka (see Walkthrough, page 93)	✓

Stage 2: After the conversation with Buddy

1	Conversation with Wakka (see Stage 1, or Walkthrough, page 93)	✓
2	Children playing	-
3	A woman walking her dog. The dog hides something…	-
4	Wakka pacing around anxiously	✓
5	The Besaid Aurochs practising blitzball	-
6	Accident during blitzball training	-
7	Beclem watching the training session	✓
8	The ball hits and damages the CommSphere	-
9	The CommSphere is offline	-

Stage 3: After the Moonflow mission Where's Tobli?

1	Point the camera at Beclem and he will talk about Chappu. This is necessary to achieve the "Episode Complete!" ranking and to receive the War Buddy Sphere	✓
2	Point the camera at Lulu for a conversation	✓
3	Point the camera at the Besaid Aurochs. The team is cheering on Yuna for her concert	-
4	Turn the camera to the left for the conversation with Wakka, then point it directly at Wakka	-
5	2nd conversation with Wakka	-
6	Wakka is pacing around anxiously	-

To Kilika Island by CommSphere

✚ = Completed Score Increased?

Stage 1: After the conversation with Paine

Scene	Notes	✚
1	Scene with Dona (see Walkthrough, page 93)	✓

Stage 2: After the conversation with Buddy - Kilika Port

1	Only possible if you met Lian and Ayde in the Thunder Plains in Chapter 3 and chose Kilika Island as their destination. Dona talks about Lian and Ayde	-
2	Dona talks about New Yevon and the children playing with balloons	-
3	Dona talks in her sleep. Point the camera at Dona and zoom in. If the mission, The Cactuar Connection, has been started, turn the camera to your right and point it at the chest of drawers. A Cactuar will enter the picture and stay in the room	-
4	No one to be seen, but you should still search the room with the camera anyway. On top of the chest of drawers is a picture of Dona and Barthello	-
5	Outdoor view of Kilika Port	-

Stage 2: After the conversation with Buddy - Kilika Temple

1	Look at the stairs to the right leading up to the temple and then zoom in. You will see Barthello running towards you. He's worried about Dona. The CommSphere will then be damaged	✓
2	The CommSphere is offline	-

Stage 3: After the Moonflow mission Where's Tobli? - Kilika Port

1	Point the camera at Dona. She is practising how to make up with Barthello after their argument	✓
2	Point the camera at Dona. She is still practising…	-
3	Dona attaches a balloon to the CommSphere. The balloon hovers to the temple where Barthello is waiting. This is necessary to achieve "Episode Complete!"	✓

Stage 3: After the Moonflow mission Where's Tobli? - Kilika Temple

1	CommSphere out of order	-
2	After Scene 3 from Kilika Port. Dona's CommSphere reaches the temple. Turn the camera to the left and point it at Barthello, who will destroy the CommSphere. This is necessary to achieve "Episode Complete!"	✓

To Luca by CommSphere

✚ = Completed Score Increased?

Stage 2: After the Conversation with Buddy

Scene	Notes	✚
1	Shelinda's 1st interview	-
2	Shelinda's 2nd interview	-
3	Shelinda's 3rd interview	✓
4	CommSphere is out of order	-

Stage 3: After the Moonflow mission Where's Tobli?

Scene	Notes	✚
1	Concert promotion	-
2	Random selection. You will either see the Luca Goers practising in the square or Scene 3, 4 or 5	-
3	Random selection. You will either see the Luca Goers practising and Logos looking for Leblanc or Scene 2, 4 or 5	-
4	Random selection. You will either see the Hypello promoting the concert or Scene 2, 3 or 5	-
5	Random selection. Either it's dark and you can't see anything, or you will see Scene 2, 3 or 4	-

To Mi'ihen Highroad by CommSphere

✚ = **Completed Score Increased?**

Stage 2: After the conversation with Buddy

Scene	Notes	✚
-	Rin is coming out of the Travel Agency. He speaks about mysterious incidents on the Mi'ihen Highroad, and asks for your help. Reply "Certainly", to start the Detective Rin mission. Rin has placed several CommSpheres on Mi'ihen Highroad. Switch between them using R2. If you notice something suspicious, you can call Rin using ◎. Read more on page 219.	-

Stage 3: After the Moonflow mission Where's Tobli?

-	See Stage 2 for details.	-

To Mushroom Rock Road by CommSphere

✚ = **Completed Score Increased?**

Stage 1: After the conversation with Paine

Scene	Notes	✚
1A	If the sphere was handed over to the Youth League in Chapter 2, a clip with Yaibal will follow (see Walkthrough, page 93)	✓
1B	If the sphere was handed over to New Yevon in Chapter 2, the CommSphere will be removed	-

Stage 2: After the conversation with Buddy

1A-1	If the sphere was handed over to Youth League in Chapter 2, point the camera at the guard to annoy him	-
1A-2	Point the camera at the guard. He will talk about a plan	-
1A-3	Pan the camera towards the guard. He's still there	-
1A-4	Turn the camera towards the guard. Combat preparations are underway	-
1A-5	Back to the guard. He is looking forward to the battle	-
1A-6	Point the camera at the guard who will then sit down	-
1B-1	If the sphere was handed over to the New Yevon in Chapter 2, a sea view will be shown	-
1B-2	Shoopufs can be seen in the sea. This scene will appear instead of clip 1B-1	-

Stage 3: After the Moonflow mission Where's Tobli?

1A-1	If the sphere was handed over to the Youth League in Chapter 2, you will have a conversation with Lucil	✓
1A-2	Pan the camera. Yaibal announces that he will be coming to the concert	✓
1A-3	Point the camera at the guard to find out that Yaibal's Squad will be standing guard at the concert	-
1A-4	Pan the camera towards the guard to hear him complain	-
1A-5	The guard says that he, too, will be going to the concert	-
1A-6	The guard is gone. A Hypello appears and Lucil is disappointed	-
1B-1	See Stage 2 for details	-
1B-2	See Stage 2 for details	-

To Djose Temple by CommSphere

✚ = **Completed Score Increased?**

Stage 2: After the conversation with Buddy

Scene	Notes	✚
1	Zoom in on the duo in front of you. An Al Bhed will step forward and give you an Al Bhed Primer	✓
2	The Al Bhed from Scene 1 talks about a fiend in Bikanel Desert	-
3	If you spoke to the Ronso children Lian and Ayde in the Thunder Plains in Chapter 3, and chose Djose Temple as their destination, Lian and Ayde will now walk across the screen	-
4	The Al Bhed from Scene 1 talks about the hole in the Chamber of Fayth	-
5	An Al Bhed says that he can't continue with his work, as no parts are currently being salvaged from Bikanel Desert	-
6	An Al Bhed woman utters a password or, to be more precise, the name of the talking Cactuar ("MARNELA"). You will also obtain another Al Bhed Primer	-
7	The woman from Scene 6 steals the CommSphere	-

Stage 3: After the Moonflow mission Where's Tobli?

-	See Stage 2 for details	-

TO MOONFLOW BY COMMSPHERE

✚ = Completed Score Increased?

Stage 2: After the conversation with Buddy

Scene	Notes	✚
1	Pan the camera. Yuna asks about Tobli	-
2	The Hypello are rehearsing for the show	-
3	The Hypello are running around	-
4	The Hypello are rehearsing again	-
5	The Hypello are conferring	-

Stage 3: After the Moonflow mission Where's Tobli?

1	If you spoke to the Ronso children, Lian and Ayde in the Thunder Plains in Chapter 3 and chose Moonflow as your destination, you will see the two kids getting ready for the concert	-
2	Pan the camera left towards Elma, who (as in Final Fantasy X) is not allowed to travel by Shoopuf	✓
3	The Hypello are promoting the concert. A Shoopuf runs past and steps on the CommSphere	-
4	Unsurprisingly, the CommSphere is now offline	-

TO GUADOSALAM BY COMMSPHERE

✚ = Completed Score Increased?

Stage 2: After the conversation with Buddy

Scene	Notes	✚
1	Pan the camera to have a conversation with Ormi who is worried about Leblanc	✓
2	The guards are on watch	-
3	Conversation between the guards	-
4	Another conversation between the guards	-
5	Random selection. Either the guards are on watch, or Scene 6 or 7	-
6	Random selection. Either a female is passing through the gate, or Scene 5 or 7	-
7	Random selection. Either Ormi is posing in front of the camera, or Scene 5 or 6	-

Stage 3: After the Moonflow mission Where's Tobli?

1	If you did not see Scene 1 in Stage 2, pan the camera for a conversation with Ormi who is worried about Leblanc	✓
2	Ormi is curious about Yuna's concert	✓
3	The Hypello are promoting the concert	-
4	The Fem Goons are talking about the concert – Part 1	-
5	The Fem Goons are talking about the concert – part 2	-
6	The guards are talking about Leblanc and Yuna	-
7	The guards are on watch but pan the camera anyway	-
8	A Fem Goon returns	-
9	Ormi posing in front of the camera	-

TO THUNDER PLAINS BY COMMSPHERE

✚ = Completed Score Increased?

Stage 2: After the conversation with Buddy

Scene	Notes	✚
1	A Chocobo wanders into view from the right. Zoom in to capture the Chocobo using Shinra's ChocoPorter invention. The bird is now brought on board the Celsius, and can be found hanging out with Barkeep in the Cabin	✓
2	A Chocobo wanders past from the left and is also captured and transported to the Cabin. The ChocoPorter will then stop working	-
3	The CommSphere is out of order	-

Stage 3: After the Moonflow mission Where's Tobli?

1	The audience is waiting for the concert	-

TO MACALANIA WOODS BY COMMSPHERE

✚ = Completed Score Increased?

Stage 2: After the conversation with Buddy - Woods Entrance

Scene	Notes	✚
1	The musicians recount their dream	✓
2A	Mt. Gagazet mission, Battle Blockade, in Chapter 3 completed: Two Guado have a chat	-
2B-1	Mt. Gagazet mission Battle Blockade in Chapter 3 not completed: Ronso storm into the woods and the sky turns red	-
2B-2	A surviving Guado looks around	-

Stage 2: After the conversation with Buddy - Woods Entrance - Travel Agency

Scene	Notes	✚
1A-1	O'aka's debts paid back during Chapter 3 (or earlier): O'aka appears outside the Agency and says that his shop will one day outshine Rin's Travel Agency	✓
1A-2	O'aka complains that he has no customers	-
1A-3	O'aka says that "he" went a year ago	-
1A-4	O'aka tries to attract customers	-
1A-5	O'aka tries to attract customers in the Al Bhed language	-
1A-6	Pan the camera to the right: Wantz returns after a year	-
1B	O'aka's debts not paid back before Chapter 3: An Al Bhed saleswoman says that Rin has gone to Mi'ihen Highroad to investigate an incident. In addition, you will receive an Al Bhed Primer	-
2	Random selection. Either a Barbuta and Flan Blanco appear, or Scene 3, 4 or 5	-
3	Random selection. Either a Barbuta appears, or Scene 2, 4 or 5	-
4	Random selection. Either a Flan Blanco appears, or Scene 2, 3 or 5	-
5	Random selection. Either nothing happens, or Scene 2, 3 or 4	-

Stage 3: After the Moonflow mission Where's Tobli? - Woods Entrance

1	The musicians have a discussion. If the Mt. Gagazet mission Battle Blockade was completed in Chapter 3, then Scene 3 will follow, otherwise you will see Scene 2, unless you saw it during Stage 2	-
2	If Scene 2B-1 was not seen at Stage 2, and the Mt. Gagazet mission Battle Blockade was not completed in Chapter 3: The Ronso storm into the woods and the sky turns red	-
3	Pukutak leaves the woods	-
4	Donga leaves the woods	-
5	Bayra and other musicians leave the woods	-
6	An Amorphous Gel appears	-

Stage 3: After the Moonflow mission Where's Tobli? - Woods Entrance - Travel Agency

1A-1	If Scene 1A-1 was not seen at Stage 2, and O'aka's debts were paid back during Chapter 3 (or earlier): O'aka appears outside the Agency and says that his shop will one day outshine Rin's Travel Agency	✓
1A-2	O'aka goes to the concert	✓
1A-3	If Scene 1A-6 was not seen at Stage 2: Pan the camera to the right. Wantz has returned after a year	-
1B	An Al Bhed salesman says that Rin has gone to Mi'ihen Highroad to investigate the "incident" , unless you saw this scene during Stage 2	-
2	The Hypello promote the concert, but understandably run away from the fiends	-
3	Random selection. Either Barbuta appears or Scene 4, 5 or 6	-
4	Random selection. Either Flan Blanco appears or Scene 3, 5 or 6	-
5	Random selection. Either Barbuta and Flan Blanco appear or Scene 3, 4 or 6	-
6	Random selection. Either there will be no one about or Scene 3, 4 or 5	-

To Bikanel Desert by CommSphere

✚ = Completed Score Increased?

Stage 2: After the conversation with Buddy - Excavation Camp

Scene	Notes	✚
1	Point the camera at Nhadala. She wants Yuna to fight a monster. This dialogue is not a prerequisite for accepting the Bikanel Desert mission Showdown in the Sands in Chapter 5	✓
2	People at work	-

Stage 2: After the conversation with Buddy - Cactuar Nation

1	Point the camera at the Cactuar. Marnela says something, but cannot be understood without Benzo's translation skills	-
2	Marnela keeps talking	-

Stage 3: After the Moonflow mission Where's Tobli? - Excavation Camp

1	The Excavation Camp is attacked and the CommSphere is destroyed. Point the camera at Nhadala	-

Stage 3: After the Moonflow mission Where's Tobli? - Cactuar Nation

1	Yuna asks Shinra whether he can understand Marnela	-
2	The CommSphere is offline due to a sandstorm	-

To Bevelle by CommSphere

✚ = Completed Score Increased?

Stage 1: After the conversation with Paine

Scene	Notes	✚
1	Turn the camera sideways and then back to the starting position to see the scene with Maroda (see Walkthrough page 93)	✓

Stage 2: After the conversation with Buddy

Scene	Notes	✚
1A-1	Handed over the sphere to the Youth League in Chapter 2: Scene with Maroda (see Stage 1, or Walkthrough, page 93), if you did not see it during Stage 1	✓
1A-2	The CommSphere is shot at	-
1A-3	The CommSphere is offline	-
1B-1	Handed over the sphere to New Yevon in Chapter 2: Scene with Maroda (see Stage 1or Walkthrough, page 93)	✓
1B-2	The guards are more vigilant as Maroda has been spying	-
1B-3	Pacce is captured, but his friends rescue him. Point the camera at Pacce	-
1B-4	Shinra promises the Kinderguardians that they will play together soon. Point the camera at Pacce	✓

Stage 3: After the Moonflow mission Where's Tobli?

Scene	Notes	✚
1A-1	See Stage 2 for details	✓
1B-1	See Stage 2 for details	✓

To the Calm Lands by CommSphere

✚ = Completed Score Increased?

Stage 2: After the conversation with Buddy - Travel Agency

Scene	Notes	✚
1	View of the Travel Agency. A few customers visit the shop	-
2	View of the Travel Agency. More customers visit the shop	-
3	Pan to the right. A father is consoling his son in the background	-
4	Pan to the right. The father pulls out a treasure chest and puts something in it. A treasure chest will now be found there in Chapter 5	-
5	The CommSphere is eaten by a Lupine and destroyed	-

Stage 2: After the conversation with Buddy - Chocobo Ranch

1A-1	There is at least one Chocobo on the Chocobo Ranch: Clasko strokes the bird	-
1A-2	Clasko promises Yuna that he will look after the Chocobo	-
1A-3	Clasko brings back the Chocobo that had run away	-
1A-4	Clasko takes care of the Chocobo	-
1A-5	The Chocobo kicks Clasko	-
1B	There is no Chocobo on the Chocobo Ranch: Clasko is downcast	-

Stage 3: After the Moonflow mission Where's Tobli? - Travel Agency

-	See Stage 2 for details	-

Stage 3: After the Moonflow mission Where's Tobli? - Chocobo Ranch

-	See Stage 2 for details	-

To Mt. Gagazet by CommSphere

✚ = Completed Score Increased?

Stage 2: After the conversation with Buddy

Scene	Notes	✚
1A	Mt. Gagazet mission Battle Blockade in Chapter 3 completed: Point the camera at Kimahri to invite him to the concert. He declines, however, due to a prior engagement	✓
1B	Mt. Gagazet mission Battle Blockade in Chapter 3 not completed: Point the camera at Kimahri to invite him to the concert. He declines, however, as he was unable to stop the young Ronso and is now deeply troubled	✓
2	Kimahri is massaged	-

Stage 2: After the conversation with Buddy - Hot Springs

1	A Ronso is bathing. Pan the camera and point it at him to hear a monologue	-
2	Zoom in to see the Cactuar hidden in the lake on the right-hand side	-
3	Tobli is bathing	✓
4	A few Hypello are bathing and fooling around	-
5	Two Shoopufs wade through the water	-
6	A man swimming. Zoom in to hear a monologue	-
7	Buddy and a Hypello are sitting on the shore. Point the camera at Buddy to trigger a scene on the Celsius	✓
8	O'aka is bathing. Pan the camera to eavesdrop on O'aka talking to himself	✓
9	Two women are bathing and Wantz is walking about on the shore	-
10	Isaaru, Maroda, Pacce and the Kindergardians have a chat	✓
11	Elma and Lucil bathe and have a chat	✓
12	Maechen is standing on the shore. Point the camera at him to hear a monologue	✓
13	Clasko is bathing with a Chocobo. If there is no Chocobo on the Chocobo Ranch then Clasko will be alone. Zoom in to hear a monologue	-
14	Cid, Nhadala and Rin bathe and have a chat	✓
15	Dona is bathing. Zoom in to hear a monologue	✓
16	No one about	-

Stage 3: After the Moonflow mission Where's Tobli? - Mountain Gate

Scene	Notes	✚
1A-1	If Scene 1A was not seen during Stage 2, and the Mt. Gagazet mission Battle Blockade was completed in Chapter 3: Point the camera at Kimahri to invite him to the concert. He declines, due to a prior engagement	✓
1A-2	Garik reports that the Ronso are arguing amongst themselves	-
1A-3	The young Ronso go to the concert. Kimahri guards the mountain	-
1A-4	A Ronso woman cleans the CommSphere	-
1A-5	Kimahri gives a speech	-
1A-6	The Ronso woman, who normally stands next to Kimahri, reports on the Ronsos' behaviour	-
1A-7	Garik worries about the future of the Ronso. More in Scene 2	-
1B-1	If Scene 1B was not seen during Stage 2, and the Mt. Gagazet mission Battle Blockade was not completed in Chapter 3: Point the camera at Kimahri to invite him to the concert. He declines, however, as he was unable to stop the young Ronso and is now deeply troubled	✓
1B-2	A Ronso says something to the Ronso woman	-
1B-3	Kimahri is downcast as he was unable to stop Garik. The Ronso woman comforts Kimahri	-
1B-4	The Ronso woman asks Yuna to stop worrying about the Ronso	-
2	If Scene 2 was not seen during Stage 2: Kimahri is massaged	-

Stage 3: After the Moonflow mission Where's Tobli? - Hot Springs

-	See Stage 2 for details	-

TO ZANARKAND RUINS BY COMMSPHERE

✚ = Completed Score Increased?

Stage 2: After the conversation with Buddy

Scene	Notes	✚
1	View of the tourists in front of Zanarkand	-

Stage 3: After the Moonflow mission Where's Tobli?

1	Point the camera at Isaaru and zoom in: Isaaru praises Yuna	✓
2	Point the camera at Isaaru: Isaaru is worried about Bevelle. This is necessary in order to achieve "Episode Complete!"	-
3	Turn the camera to the left and zoom in: Isaaru thinks about the future	-
4	The Hypello promote the concert. Isaaru is nowhere to be seen	-

SECONDARY MISSIONS CHAPTER 5

BESAID ISLAND

The maps and key for the Besaid Island region are on pages 61 and 88.

WAKKA'S A DADDY!

Upon your arrival, Wakka will be excitedly talking about the birth of his son. Afterwards, follow him to Besaid Village (Map 4-9) and talk some more to increase your Completed score.

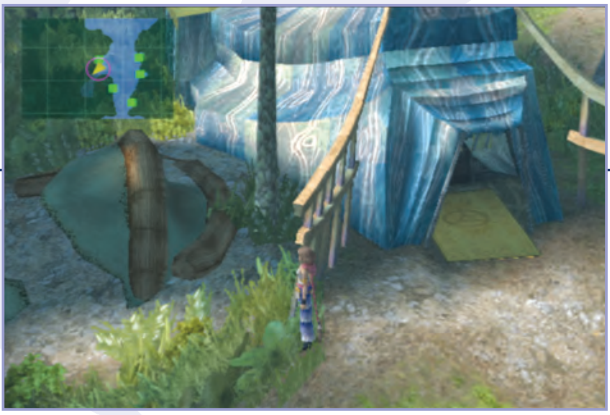
To boost your Completed score again, go to the Beach and talk to Beclem (Map 4-1). You must already have talked to him in Chapter 4, via the CommSphere (see page 185). You will then receive the War Buddy Sphere. If you also previously attained a High Score in the Gunner's Gauntlet mini-game (see page 210), Beclem will demonstrate his new shooting technique. From now on, a blitzball match against the Besaid Aurochs will be possible (see page 215).

Afterwards, head to the Promontory (Map 4-7) and talk with Wakka to further increase your Completed score. Visit Besaid Village (Map 4-9) before you leave to boost your score one last time at this location. Provided that you have completed all possible tasks relating to Besaid Island, the words "Episode Complete!" will appear. If not, "Episode Concluded" will appear.

AND ANOTHER THING...

Aside from the two Gunner's Gauntlet mini-games, there are several more matters to take care of before leaving.

In Chapter 4 you were able to use the CommSphere link to watch a dog burying something in the bushes in Besaid Village (Map 4-9). Go to that spot (Fig. 1) and press ⊗ to obtain Black Lore. It is not necessary to have seen the hiding place via the CommSphere, but it will certainly help you to pinpoint the location.



01

KILIKA ISLAND

The maps and key for the Kilika Island region are on pages 67 and 89.

TROUBLE IN KILIKA, REDUX

In the Residential Area (Map 6-2) you can watch a scene featuring the Kilika villagers. Afterwards, head towards Pilgrimage Road (Map 6-7), to further increase your Completed score. If you used the CommSphere in Chapter 4, you will obtain the Tricks of the Trade Garment Grid, and the words "Episode Complete!" will appear. Otherwise, you will receive nothing.

THE NEW YOUTH LEAGUE HQ

Only possible if you talked to the cameraman in the Residential Area (Map 6-2) in Chapters 1 and 3. Talk to the cameraman again, and you will be able to reach the Youth League HQ where you will find a chest containing the Invincible accessory. In addition, you will receive 5 Georapella Coins from the children.

REWARD FOR FINDING 13 SQUATTER MONKEYS

If you found all 13 Squatter Monkeys in Chapters 1 or 3 (see page 156), it is now time to collect your reward. The woman who first told you about Squatter Monkeys in Chapter 1 will still be standing on the right-hand side of the Dock (Map 6-1). If you managed to find all 13 monkeys before the end of Chapter 3, talk to her several times to obtain the Chaos Maelstrom Garment Grid.

LUCA

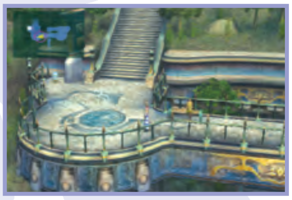
The maps and key for the Luca region are on pages 52 and 157.

BLITZBALL SEASON - MISSION: FOLLOW THAT MOOGLE!

If you've been longing to see one of the loveable Moogles in Final Fantasy X-2, it's time for a treat! You will arrive directly at the Stadium Entrance (Map 1-5) from the Celsius, and will then have the option of entering the blitzball tournament. Select, "Let's do it!" to increase your Completed score (for more information, see page 213). You can leave the Blitzball menu straight after the game.

Head to the Outskirts (Map 1-10). Close to the Save Sphere, (Fig. 1) a sequence will start in which Yuna reminisces about Tidus from Final Fantasy X. A Moogle will suddenly appear as if from thin air.

Follow the Moogle to the Square (Map 1-9). Keep following it as it floats all the way to Dock 2 (Map 1-2) (Fig. 2). The familiar location evokes more memories for Yuna. Provided that you avoid talking to Paine or Rikku during the mission, and do not return to the Celsius, "Episode Complete!" will appear on the screen. Otherwise, "Episode Concluded" will appear.



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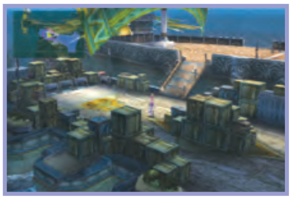


02

OTHER ACTIVITIES

Apart from playing Sphere Break and blitzball (see pages 211 and 213), you can also buy music spheres and movie spheres at the Theatre - Reception (Map 1-12).

MI'IHEN HIGHROAD

The maps and key for the Mi'ihen region are on page 158.

SOLVE DETECTIVE RIN'S CASE

Only possible if you have carried out the secondary mission Detective Rin in Chapter 4.

Go to the Agency, Front (Map 16-4), and during the conversation, agree with the Al Bhed. Then enter the Agency (Map 16-5) and leave again soon afterwards. If you were able to collect sufficient pieces of evidence and fulfilled the particular conditions (see page 217), the case will be solved and the culprit exposed. If this is the case, "Episode Complete!" will appear on the screen. Otherwise, you will only see "Episode Concluded". And if Rin is not the perpetrator, your Completed score will be increased.

ANYTHING ELSE?

You will see a yellow feather lying on the ground on Newroad, North (Map 16-7). Stand over it when riding a Chocobo and wait approximately 5 seconds to obtain 5 Phoenix Down. Finally, leave the area and go towards Newroad, South (Map 16-6) or North End (Map 16-8), and then return to the same place in Newroad, North. This time, wait for around 18 seconds in order to obtain a Victor Primoris.

If you have defeated the Experiment in Djose Temple (see page 193), and would like to repair it, examine the machina that you will find wandering around Mi'ihen Highroad. One of them will be carrying Everyman's Repair Manual. Unfortunately, the location will be chosen at random, so success is a matter of trial and error.

MUSHROOM ROCK ROAD

The maps and key for the Mushroom Rock Road region are on page 159.

YOUTH LEAGUE CEASEFIRE

Only possible if you handed over the sphere to New Yevon in Chapter 2. Elma and Lucil will be waiting at the junction between Mushroom Rock (Map 15-1) and the Ravine Path (Map 15-2). Head for the Mushroom Rock – HQ - Lift (Map 15-6) and talk to Yaibal to increase your Completed score. After this, the current strand of the plot will be over and “Episode Complete!” will appear on the screen.

YOUTH LEAGUE TOURNAMENT - MISSION: YOUTH LEAGUE TOURNAMENT!

Only possible if you handed over the sphere to the Youth League in Chapter 2.

At the junction between Mushroom Rock (Map 15-1) and the Ravine Path (Map 15-2) talk to Elma and Lucil, and then to Yaibal. Reply, “You bet!” to start the mission. Keep following the red arrow on the map to reach your first battle.

The battles are relatively easy, with the exception of the last two, against Elma and Lucil. Make sure that the White Mage protects her comrades by casting Pray and Cure. Protect and Shell should also be used. Equip any accessories that guard against Death. If you are defeated, talk to Yaibal in Mushroom Rock (Map 15-1) to try again. Once you have defeated Lucil and listened to her speech, “Episode Complete!” will appear on the screen.

IN RECOGNITION..

Only possible if you completed the Youth League Tournament! mission. You will now have access to the Youth League HQ – War Room (Map 15-9). Talk to Lucil on the Youth League Headquarters Observation Deck (Map 15-11) in order to increase your Completed score and receive Nooj's Sphere.

DEN OF WOE

You will need all 10 Crimson Spheres to open the door to the Den of Woe (Map 15-5) in the Ravine (Map 15-4). The list on page 112 will tell you where to find them.

There are no treasure chests here, just lots of enemies. You will have to fight 5 bosses as you delve deeper into the Den of Woe. Defeat them all to receive the Book of Magical Dances I and the Supreme Light Garment Grid. During your sojourn in the Den of Woe, your Completed score will increase a total of six times.

RIKKU

Location	Mushroom Rock														
Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	53	HP	7800	MP	92
Strength	42	Defence	31	Magic	39	Magic Def.	82	Fire	-	Lightning	-	Gravity	IMM		
Agility	82	Luck	12	Evasion	18	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Bushido Lore x1	**Bribe**	Normal	-									
Gil	300	Rare	Bushido Lore x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Silence, Poison, Curse, Eject, Auto-Life, Stop, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (31%)													
Drop	Normal	Black Lore x1	EXP	AP	Gil										
100%	Rare	Black Lore x1	800	3	200										

Battle strategy: Yuna will be fighting on her own, so you should equip her with the dressphere and accessories that boost her HP.

PAINE

Location	Mushroom Rock														
Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	58	HP	9200	MP	55
Strength	56	Defence	70	Magic	16	Magic Def.	7	Fire	-	Lightning	-	Gravity	IMM		
Agility	51	Luck	10	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Sword Lore x1	**Bribe**	Normal	-									
Gil	300	Rare	Sword Lore x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Silence, Poison, Curse, Eject, Auto-Life, Stop, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (31%)													
Drop	Normal	Champion Belt x1	EXP	AP	Gil										
100%	Rare	Champion Belt x1	800	3	200										

Battle strategy: Follow the same strategy as for the Rikku battle.

BARALAI

Location	Mushroom Rock														
Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	52	HP	12220	MP	720
Strength	68	Defence	67	Magic	67	Magic Def.	26	Fire	-	Lightning	-	Gravity	IMM		
Agility	112	Luck	6	Evasion	12	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Nature's Lore x1	**Bribe**	Normal	-									
Gil	300	Rare	Nature's Lore x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (63%)													
Drop	Normal	Crystal Ball x1	EXP	AP	Gil										
100%	Rare	Crystal Ball x1	1200	5	200										

Battle strategy: From now on, your party will be reunited. Concentrate on actions that do not expend too much MP, as some of Baralai's attacks will drain large amounts of MP. Use Protect for extra defence.

GIPPAL

Location	Mushroom Rock														
Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	56	HP	14800	MP	235
Strength	73	Defence	68	Magic	55	Magic Def.	33	Fire	-	Lightning	-	Gravity	IMM		
Agility	118	Luck	6	Evasion	23	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	White Lore x1	**Bribe**	Normal	-									
Gil	15000	Rare	White Lore x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (63%)													
Drop	Normal	Kaiser Knuckles x1	EXP	AP	Gil										
100%	Rare	Kaiser Knuckles x1	1200	5	5000										

Battle strategy: Gippal will use attacks that drain considerable amounts of HP, so restore your party members' HP as regularly as possible.

NOOJ

Location	Mushroom Rock														
Oversoul	-	Class	-	Chapters	1	2	3	4	5	Level	63	HP	23800	MP	720
Strength	75	Defence	144	Magic	101	Magic Def.	103	Fire	-	Lightning	-	Gravity	IMM		
Agility	121	Luck	8	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	50%	Normal	Arcane Lore x1	**Bribe**	Normal	-									
Gil	20000	Rare	Arcane Lore x1		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (78%)													
Drop	Normal	Book of Magical Dances I x1	EXP	AP	Gil										
100%	Rare	Book of Magical Dances I x1	1800	10	30000										

Battle strategy: Nooj uses attacks that drain both HP and MP. The Alchemist's Stash: Mega Potion is an effective way of restoring lost HP and MP. If you reduce his HP to less than 3000, Nooj will deal approximately 5000 damage points to all party members with a devastating special attack. Avoid instant KO by equipping special dresspheres, or by using Lady Luck's Auto-Life.

DJOSE TEMPLE

The maps and key for the Djose Temple region are on pages 72 and 91.

THE FACTION'S TRUMP CARD - MISSION: MASTERPIECE THEATRE

Enter the Great Hall (Map 8-5). The battle against the Experiment will start once the scene has finished. Equip suitable Garment Grids and accessories to boost your party members' Defence, and be sure to cast the White Mage Protect magic. The Dark Knight attack Darkness works well here, as does the Mix attack White Hole. When at Special Lv. 5, the Experiment can deal severe damage to all characters. This can be halved by casting Shell. The machina will also unleash an attack which inflicts maximum HP damage. Once you have defeated Experiment at its strongest, this strand of the plot will be over and you will see the "Episode Complete!" screen.

EXPERIMENT

Location	Djose Temple														
Oversoul	-	Class	Machina	Chapters	1	2	3	4	5	Level	50	HP	18324	MP	0
Strength	58	Defence	205	Magic	100	Magic Def.	205	Fire	-	Lightning	-	Gravity	IMM		
Agility	68	Luck	0	Evasion	0	Accuracy	0	Ice	-	Water	-	Holy	-		
Steal	100%	Normal	Turbo Ether x1	**Bribe**	Normal	-									
Gil	5000	Rare	Turbo Ether x2		Rare	-									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage													
	Resistance:	Zantetsu (71%)													
Drop	Normal	Elixir x1	EXP	AP	Gil										
100%	Rare	Elixir x1	0	40	0										

>>

>> The Experiment's level when you eventually defeat it will determine what reward you receive. The prize for defeating the lowest level version of the Experiment is an Al Bhed Primer and an increased Completed score. You will only receive the sought-after Book of Magical Dances II if all three of the machine's attributes have been upgraded to level 5.

If you defeat the Experiment before it has been fully upgraded you can have it repaired up to five times. To do so, you must track down the repair manuals:

- How to Repair with Soul: Talk to the Al Bhed sitting in the Living Quarters (Map 8-6).
- The Spirit of Recycling: Speak to the Al Bhed on the upper floor of the Trials (Map 8-8) and enter the password "MARNELA" when prompted.
- The ABC's of Repair: See the Cave Ruins on page 222.
- Repairing for Dummies: Stand in the middle of the three monkeys on the right-hand side outside Djose Temple (Map 8-3). Press ⊗ when all three monkeys jump up in the air at the same time.
- Everyman's Repair Manual: Inspect any of the machina that you will see wandering around Mi'ihen Highroad after you have battled the Experiment (see page 191).

To strengthen the Experiment's three attributes (Attack Lv., Defense Lv. and Special Lv.), you must dig for assemblies in the Bikanel Desert (see Can You Dig It? on page 163 and page 206). There are three types of assembly that enhance the various attributes: Attack Assemblies increase Strength and Magic, Defence Assemblies increase Defence and Magic Def. and Special Assemblies increase attack techniques.

The assemblies are all at different levels: A (1 point), S (3 points), Z (5 points). You will need 38 points for every attribute in order to upgrade the Experiment to the highest level. The assemblies are automatically built into the Experiment. To see details of the assemblies that you have collected so far, go to Djose – Living Quarters on the right-hand side of the temple (Map 8-7). The following table will help you to calculate what level the Experiment will have reached by your next battle.

Points	Level
0-3	1
4-9	2
10-19	3
20-37	4
38 or over	5

MOONFLOW

The maps and key for the Moonflow region are on page 94.

MOONFLOW CONCERT

Talk to Tobli on the South Bank (Map 12-2) to increase your Completed score and end the episode. However, you will only see the "Episode Complete!" message if:

- You completed the Shave The Hypello? mission in Chapter 1 with all objectives achieved (see page 161).
- All 10 tickets were sold during the Chapter 2 mission YRP, the Scalpers Three! (see page 172).
- You successfully completed the Macalania Woods mission Track Down the Troupe! in Chapter 2 (see page 174).

If all the above objectives were achieved, lots of satisfied customers will attend the concert (Fig. 1) and Yuna and friends will even get to take part. This will increase your Completed score. You can switch camera angles when watching the concert by pressing L1 and R1. Press ◎ to end the concert and the episode.

If you failed to fulfil one of the above prerequisites, you will only see the message "Episode Concluded", but if you meet one or two of them, the performance will be satisfactory. If you did not meet any of the requirements, the performance will be disappointing.

01

GUADOSALAM

The maps and key for the Guadosalam region are on pages 71 and 79.

HOMECOMING

If you did not complete the Mt. Gagazet Battle Blockade mission in Chapter 3, you will see a rather dark scene when you arrive at Guadosalam. If, however, you successfully completed Battle Blockade, you will meet Trommell (Fig. 1) in Guadosalam (Map 7-1). The conversation after the ensuing scene will increase your Completed score and ensure "Episode Complete!" is achieved.

01

MORE ITEMS

The following activities will only be possible if "Episode Complete!" appeared on the screen in Guadosalam.

Talk to Tromell again to enter the Time Capsule room (Map 7-5). The chests there will contain Baralai's Sphere and Tetra Bracelet. If you met the Ronso children Lian and Ayde in the Calm Lands in Chapter 2 or in the Thunder Plains in Chapter 3, a Guado child will give you the Tempered Will Garment Grid.

If you have completed the Moonflow episode, no matter how well you did there, you can open the treasure chest in Tobli Productions (Map 7-3). The content will depend on certain factors:

- Key to Success: You did not complete the Mt. Gagazet mission Battle Blockade (page 183) in Chapter 3.

- Crystal Ball: You completed Battle Blockade but failed to meet the following prerequisites or only fulfilled them in part:
  - Fully completed Shave The Hypello? in Chapter 1 (page 161).
  - Sold all 10 tickets in the YRP, the Scalpers Three! mission in Chapter 2 (page 172).
  - Completed the Macalania Woods mission Track Down the Troupe! in Chapter 2 (page 174).

- Kaiser Knuckles: You fulfilled all four prerequisites.

THUNDER PLAINS

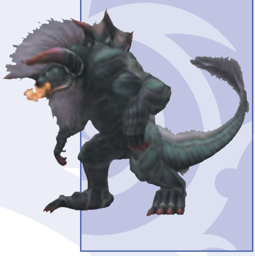
The maps and key for the Thunder Plains region are on pages 95 and 96.

Shinra Goofed? - Mission: A Fallen Genius?

Approach the first nine Lightning Rod Towers one at a time and defeat each of the Rhyos. The flashing grey arrows on the guide map will indicate where to go next. Each defeated opponent will leave a treasure chest behind, whose contents will depend on how successfully you calibrated the towers in Chapters 2 and 3 (see page 173). The higher the number of correct entries, the more valuable the prize.

After defeating the ninth Rhyos, follow the red arrow on the guide map until you reach the last tower. Choose, "Let's check it out" when prompted and a Humbaba will appear. Equip accessories and Garment Grids that will increase your party's Defence and Magic Defence, as well as accessories that weaken or nullify Lightning attacks. Your White Mage should cast Protect, while a Warrior weakens the opponent with Power Break. You can disable Humbuba's Mighty Guard with the White Mage magic Dispel. When the fiend is almost defeated, it will unleash a powerful Meteor attack, so it would be a good idea to keep your party members' HP topped up at all times. You should also use Shell for added protection.

	Number of Correct Entries				
Tower	0 to 5	6 to 14	15 to 24	25 to 29	30
1	Ether	Ether x 2	Turbo Ether	Turbo Ether x 2	Elixir
2	X-Potion	Mega Potion x 2	Elixir	Elixir	Megalixir
3	Mega Phoenix	Mega Phoenix	Elixir	Elixir	Megalixir
4	Power Wrist	Black Belt	Hyper Wrist	Power Gloves	Champion Belt
5	Tarot Card	Hypno Crown	Talisman	Pixie Dust	Regal Crown
6	Yellow Ring	Lightning Gleam	NulShock Ring	Ochre Ring	Electrocutioner
7	Blue Ring	Watery Gleam	NulTide Ring	Cerulean Ring	Electrocutioner
8	Red Ring	Fiery Gleam	NulBlaze Ring	Crimson Ring	Sublimator
9	White Ring	Watery Gleam	NulFrost Ring	Snow Ring	Sublimator
10	Tetra Band	Tetra Gloves	Tetra Guard	Tetra Bracelet	Ribbon



HUMBABA

Location	Thunder Plains, Via Infinito

Oversoul	✓	Class	Behemoth	Chapters	1	2	3	4	**5**	Level	52 (62)	HP	27772 (30163)	MP	785 (785)

Strength	93 (93)	Defence	7 (7)	Magic	13 (13)	Magic Def.	11 (11)	Fire	-	Lightning	ABS	Gravity	IMM
Agility	87 (113)	Luck	6 (8)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	50% (100%)	Normal	Hi-Potion x2 (Tetra Guard x1)	**Bribe**	Normal	Nature's Lore x1 (Nature's Lore x1)
Gil	1800 (3800)	Rare	Ether x1 (Tetra Guard x1)		Rare	Nature's Lore x2 (Nature's Lore x1)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Eject (19%), Zantetsu (13%)

Drop	Normal	Hi-Potion x4 (Ochre Ring x1)	EXP	AP	Gil
50% (100%)	Rare	NulShock Ring x1 (Ochre Ring x1)	1800 (2300)	1 (2)	550 (700)

Once you have defeated the Humbaba, you will receive the Valiant Lustre Garment Grid. Reply, "Yup, in the hole" to enter the labyrinthine New Cave. Follow the red arrow until you find Cid. Your Completed score will increase. A battle will then follow against Machina Panzer, Watcher-A, Watcher-R and Watcher-S. Your White Mage should cast Shell and Protect, and her comrades should concentrate on eliminating the Watchers. The Machina Panzer can then be weakened with the Warrior attacks Power Break and Excalibur. In addition, use Slow to hinder its speedy attacks.

Upon defeating the Machina Panzer, "Episode Complete!" will appear on your screen. You will obtain an Al Bhed Primer and your Completed score will increase further. You can enter New Cave again later. Detailed information can be found in the New Cave section on page 220.

MACALANIA WOODS

The maps and key for the Macalania Woods region are on page 162.

The Fading Woods

The end of this episode will vary depending on whether or not you successfully completed the Battle Blockade mission in Mt. Gagazet in Chapter 3.

Talk to the person (Fig. 1) near the Spring (Map 17-8). After the scene, go to the other Spring region (Map 17-13). When Yuna approaches the lake, the words "Episode Complete!" will appear on the screen and your Completed score will be increased. You will also obtain the Ray of Hope Garment Grid. If you did not successfully complete the Battle Blockade mission, you will not see the message.

01

O'AKA'S NEW SHOP

If you settled O'aka's debts before the end of Chapter 3, go to the Agency Front (Map 17-15).

At the Agency Front you will witness O'aka's reconciliation with his brother Wantz. Your help in paying off O'aka's debts will be rewarded with a "Mission Complete!" message. Afterwards, you can check out O'aka and Wantz's spectacular assortment of goods in the Agency (Map 17-16). See pages 177 and 184 to learn more about O'aka.

O'AKA'S SHOP

Item	Gil
Faerie Earrings	10,000
Kinesis Badge	10,000
Safety Bit	10,000
Sword Lore	50,000
Bushido Lore	50,000
Arcane Lore	50,000
Nature's Lore	50,000
Black Lore	50,000
White Lore	50,000
Crimson Ring	10,000
Snow Ring	10,000
Ochre Ring	10,000
Cerulean Ring	10,000

WANTZ SHOP

Item	Gil
Faerie Earrings	10,000
Kinesis Badge	10,000
Safety Bit	10,000
Beaded Brooch	10,000
Crimson Ring	10,000
Snow Ring	10,000
Ochre Ring	10,000
Cerulean Ring	10,000
Chaos Shock	15,000
Fury Shock	15,000
Lag Shock	15,000
System Shock	15,000

BIKANEL DESERT

The maps and key for the Bikanel Desert region are on page 74.

MISSION: THE CACTUAR CONNECTION AND THE LAST CACTUAR

If you still haven't devoted any time to this secondary mission, you should do so at once. Your task is to find the Ten Gatekeepers who have hidden themselves across Spira. In order to return the intrepid creatures to their mothers, you must first fight them in an unusual shooting game. To learn more about this mission and the ensuing mission The Last Cactuar, please see page 216.

MISSION: SHOWDOWN IN THE SANDS

Only possible if you have successfully completed The Last Cactuar mission. Upon finishing The Last Cactuar mission, get your party prepared for another battle. Return to the Celsius if necessary. Once you are ready to face the boss Angra Mainyu, go to the Bikanel - Cactuar Nation (Map 9-4), where the battle will take place.

This strong fiend (333,444 HP) can inflict Silence, Darkness, Confusion and Poison all at the same time, so if you can, protect your party against Confusion beforehand. During the battle, use Protect and Shell first of all, then use the Dark Knight's Darkness attack to defeat Zarich and Tawrich, (5,440 HP each). Use two Dark Knights for this purpose, if possible. If both escorts are eliminated, Angra Mainyu will attempt to revive them, which will give you time for a short breather. A useful tactic is to reduce Angra Mainyu's MP with MP Absorb, as well as using up your party members' MP beforehand, as Angra Mainyu will continually attempt to absorb your party members' MP rather than attack.

After this victory, "Episode Complete!" will appear on the screen and you will receive the Mercurial Strike Garment Grid. Go back and talk to Marnela in Bikanel - Cactuar Nation (Map 9-4) to increase your Completed score.

MISSION: CAN YOU DIG IT? AND EXCAVATION

In this region you can devote your time, as always, to treasure hunting (see page 163). If you sent a Chocobo from the Calm Lands to Bikanel Desert, your available excavation area will be larger. To unlock the Central Expanse region, you must have sent a Chocobo here from the Chocobo Ranch (see page 208). The noble yellow bird will be caught by the Al Bhed and trained as a desert Chocobo. You can use the Chocobo from now on to explore the vast Central Expanse area and to look for treasure. There, you will also find the Desert Key, with which you can open the chest in Bikanel Desert - West (Map 9-1).

BEVELLE

The maps and key for the Bevelle region are on page 82.

A NEW YEVON

Run to Central (Map 11-2) and talk to Maroda. If a CommSphere was placed in Zanarkand in Chapter 3 and you used it to communicate with Isaaru in Chapter 4, Isaaru will now return to Bevelle and you will see the "Episode Complete!" message. This will increase your Completed score, and you will also receive the Scourgebane Garment Grid.

101 FLOORS OF MONSTERS

You must first complete the Bevelle episode, no matter what result you attain. You can enter a vast dungeon with 101 floors (0 to 99 then Infinity) through the right passageway of the New Yevon Headquarters (Map 11-4). Make sure you save your game at the Save Sphere, as an especially strong opponent will await you below. To learn more about Via Infinito, see page 220.

CALM LANDS

CALM LANDS

The maps and key for the Calm Lands region are on page 164.

CAMPAIGN: HOME STRETCH

01

Did you see the father pulling out a treasure chest from behind the Travel Agency on the CommSphere in Chapter 4? If so, you can now open it to obtain 50,000 Gil. If you would like to renounce riches in favour of an accessory, talk to the proprietor (Fig. 1). If you admit to the "theft" you will receive Sword Lore as a reward.

If you helped Clasko to open up his Chocobo Ranch (see page 208) in Chapter 3, a mini-Chocobo will be waiting outside the open-air shop. Press ⊗ to go straight to the Chocobo Ranch.

COMPLETING THE EPISODE

You can undertake quite a lot in the Calm Lands. However, you will have to travel a long way in order to finish the episode... You must have successfully completed the Publicity Campaign in order to acheive "Episode Complete!" in this region. This means that you must have earned a Publicity rating of 400 from Open Air, Inc. or Argent, Inc. For more information, please refer to page 200.

NEW MINI-GAME: GULL-FORCE LIVE THE ADVENTURE!

If you have successfully completed the Publicity Campaign and contributed towards the merger of Open Air, Inc. and Argent, Inc., this new mini-game will be unlocked near to the path that leads to Macalania Woods. This game involves five fiends flying across the screen at several stages. Your task is to catch them by pressing ⊡. However, some of the fiends are illusions. The "real" fiends rotate horizontally, which makes it easier to recognize them. If you have caught more "real" fiends than illusionary ones at the end of a round, you can move onto the next round. The mini-game will finish after 12 rounds, and your credit account will benefit depending on your success at playing the game.

Flight path A: Slowly from top to bottom. The "real" fiends rotate horizontally.
Flight path B: From left to right. The "real" fiends rotate, and there are more of them.
Flight path C: The fiends fly away from you. The "real" fiends rotate horizontally and disappear very quickly.
Flight path D: From right to left, similar to flight path B, but the flight is shorter and the "real" fiends are therefore more difficult to recognise.

Round	Number of "Real" Monsters	Number of Monsters Required to End the Round	Flight Path
1-1	4	1	A
1-2	4	2	B
1-3	4	2	C
1-4	3	3	D
2-1	3	2	A
2-2	3	2	B
2-3	3	3	C
2-4	3	3	C
3-1	2	2	A
3-2	2	3	B
3-3	1	2	C
3-4	1	3	D

NEW MINI-GAME: FEED THE MONKEY - SIMIAN SILLINESS!

If you have successfully completed the Publicity Campaign and contributed towards the merger of Open Air, Inc. and Argent, Inc., this new mini-game will be unlocked, close to the path leading to Mt. Gagazet. This mini-game involves five chests, which you have to open. The weight of the monkey that appears in the middle of the screen will either increase or decrease depending on the amount of food you find inside the chest you open. The change is usually up to 15 points, but there are exceptions... If its weight falls to less than 5 or if it exceeds 95, it's Game Over. The game will finish anyway after you have opened 50 chests. You can then choose whether you would like to risk the number of credits that you have won in order to double the amount. For this, you must pick out the right amount of food from five chests.

MT. GAGAZET

MT. GAGAZET

The maps and key for the Mt. Gagazet region are on page 76.

AFTER THE STORM

The success of the episode depends on two prerequisites:

- You talked to the two Ronso children, Lian and Ayde, at the Thunder Plains in Chapter 3.
- You successfully completed the Battle Blockade mission in Chapter 3.

Upon arriving at Mt. Gagazet, go and talk to Kimahri and Garik at Gagazet - Mountain Gate (Map 10-1). After the scene, talk to Kimahri again. If you did not meet the first requirement, you will not achieve "Episode Complete!", and your Completed score will only increase slightly.

Head for the Mountain Trail (Map 10-2) to talk to Kimahri and Garik again. Use the teleporter pad, provided that you repaired it during Battle Blockade. If you did everything correctly, you will be rewarded with "Episode Complete!", the Sacred Beast Garment Grid and your Completed score will be increased.

THE CONFLAGRATION GARMENT GRID

01

Only possible after "Episode Complete!" Starting from the Celsius, you will now land near the Save Sphere in Fayth Scar (Map 10-4). From there, climb up the rock on the left and turn right. Look for Lian and Ayde (Fig. 1) (Map 10-5). Talk to the Ronso children and they will give you the Conflagration Garment Grid.

THE YUNA STATUE

The statue will only be erected if you won the trust of the Ronso in Chapters 1 and 2 (see pages 167 and 183). To the right of the Save Sphere in Fayth Scar (Map 10-5), you will find a path that will lead you to the Yuna statue.

ZANARKAND RUINS

The maps and key for the Zanarkand Ruins region are on page 65.

A PLACE OF MEMORIES

A scene will begin immediately upon your arrival provided that you have completed the Operation: Monkey mission (see page 176) and you will see the words "Episode Complete!" Otherwise, you will finish with "Episode Concluded".

INCREASING YOUR COMPLETED SCORE

Prerequisite: Maechen must have talked at length during the meeting in Guadosalam in Chapter 3 – see page 180. Once "Episode Complete!" or "Episode Concluded" has appeared on your screen you will see Maechen to the left of Yuna. Talk to him and select "Yes, please!" to increase your Completed score. If you already talked to him at Mushroom Rock Road in Chapter 1 (see page 160), you will receive a higher score. You will now find out why Maechen is so knowledgeable…

CELSIUS

The maps and key for the Celsius are on page 55.

MASTER AND...

Only possible if you rested in your Cabin at least once in every Chapter. As in each previous Chapter, talk to Barkeep in the Cabin in order to rest. Afterwards, you will witness a romantic scene which will increase your Completed score. In future, you will be able to rename the Trainer dressphere pets, by speaking to Barkeep.

INCREASING YOUR COMPLETED SCORE

Possible as soon as your Completed score has reached 60%. Go to the rear end of the Engine Room (until you touch the wall). Buddy will enter the room and tell you where the name Gullwings comes from. If your Completed score has reached 75%, both the explanation and the boost to your Completed score will be more substantial.

FURTHER INCREASE YOUR COMPLETED SCORE

Only possible after you have rescued Cid in the New Cave in the Thunder Plains (see page 195). Go on Deck to meet up with Cid. This will increase your Completed score. Follow him to the lift. On the Bridge, you will witness a row between Cid, Rikku and Brother when you approach Cid again. This will further improve your Completed score.

For another increase, head down to the Farplane and venture as far as Farplane Abyss (Map 14-6). After that, return to the Celsius. A conversation with Shinra will increase your Completed score. If you have reached 70% by now, chat with Buddy and Brother about new members in order to increase your Completed score even further.

Afterwards, go up to the Deck and observe the conversation which is taking place between Brother and Cid. You will receive an Al Bhed Primer.

If you have met these requirements and your Completed score has reached 80%, go to the Cabin. You will witness a row between Cid, Rikku and Brother. The decision taken during the conversation will have no influence on your Completed score, which will increase regardless.

If your Completed score is at least 95% after all this, go to Rikku on the Deck to make plans for the future with her. This, too, will increase your Completed score.

Should you have any trouble activating any of these scenes, try asking Buddy to drop you off somewhere, then immediately return to the airship.

OBTAIN THE MASCOT DRESSPHERE

You must have earned "Episode Complete!" for all locations in Chapter 5. Don't, whatever you do, leave visiting Zanarkand until last, as to receive this dressphere, you must return automatically aboard the Celsius, and this will not be possible from Zanarkand. Return automatically to receive the powerful Mascot dressphere, and increase your Completed score again.

OBTAIN THE MEGIDDO GARMENT GRID

Only possible if you take all five routes to the Farplane Abyss (Map 14-6). Talk to Brother while you are on board the Celsius and start by taking the route via Besaid Temple. After you have reached Farplane Abyss, use the Save Sphere to return to the Celsius. Repeat this procedure with Kilika Temple, Djose Temple, Bevelle Underground and Calm Lands in turn, in order to receive the Megiddo Garment Grid on your fifth turn. To discover how you reach the Farplane Abyss via the five different routes, please read page 100.

TASKS AND MINI-GAMES

SHINRA

TREASURE SPHERES

In all chapters you can speak to Shinra on board the Celsius to view the Treasure Spheres collected so far. There are 22 spheres to be found in all throughout the game (see the Items chapter, page 112, for detailed information on where they can be found).

Scene	Treasure Sphere
Journey's Start	New Beginnings Sphere
Zanarkand's Prime	Gagazet Sphere
Treasure Map	Besaid Sphere
Reassembled Sphere	Reassembled Sphere
Leblanc's Last Laugh	Leblanc's Sphere
As Logos Sees It	Logos's Sphere
The Lost Colossus	Ormi's Sphere
Gaol, 1000 Years Ago	Gaol Sphere
Crimson Record 1	Crimson Sphere 1
Crimson Record 2	Crimson Sphere 2
Crimson Record 3	Crimson Sphere 3

Scene	Treasure Sphere
Crimson Record 4	Crimson Sphere 4
Crimson Record 5	Crimson Sphere 5
Crimson Record 6	Crimson Sphere 6
Crimson Record 7	Crimson Sphere 7
Crimson Record 8	Crimson Sphere 8
Crimson Report 1	Crimson Sphere 9
Crimson Report 2	Crimson Sphere 10
Winno Memories	Paine's Sphere
Deathseeker	Nooj's Sphere
Jackasses	Gippal's Sphere
Yevon's Secret	Baralai's Sphere

SHINRA'S BESTIARY

You can talk to Shinra aboard the Celsius in any chapter whenever you want to study Shinra's Bestiary.

Details of all fiends seen in the game so far will be listed in Shinra's Bestiary. Normally the names will be in white. Once you have seen the fiend in the Oversoul state, the name will turn pink. When you have seen all possible fiends in the Oversoul state, you will receive The End Garment Grid. Choose a fiend from the list and press ⊗ to see their picture (alongside Shinra, to allow comparison of size), as well as HP, MP, Gil and Type stats, and a short description.

From Chapter 5 onwards, you will be able to view an animated silhouette of any fiends that you have not yet seen in the game. To fully complete Shinra's Bestiary, you will have to thoroughly explore the vast realms of Via Infinito in Bevelle. In the Monsters chapter you can read details about fiends transforming into the Oversoul state.

SHINRA'S DOSSIERS

You can study Shinra's Dossiers in all chapters. Just speak to him on board the Celsius to access the menu.

Data for up to 50 people is stored in this file. Each character featured must have been spoken to, or appeared in a scene, during your adventure. There's no prize for compiling a complete list, but you can increase your Completed score later for previously missed dialogue. Some of the character descriptions will change during the game:

Character	Change
Yuna, Rikku, Paine, Nooj, Baralai, Gippal	At the beginning of Chapter 4, after the conversation with Paine
????	At the start of Chapter 4. Separate entries appear for ???? (i.e. Tidus) and Shuyin
Barkeep	After you have rested in the Cabin in all five Chapters (Barkeep & Darling)

AL BHED PRIMERS

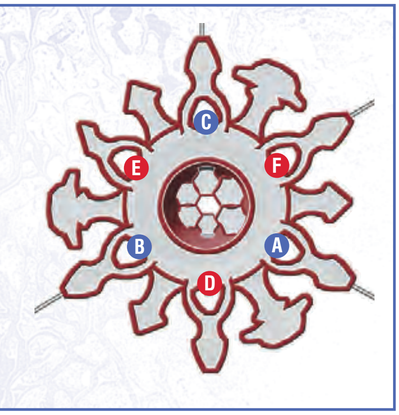
The 26 Al Bhed Primers each translate one letter from the strange Al Bhed language.

The Al Bhed Primers can be found throughout the game. The order in which you discover Al Bhed Primers determines which one you will find next. Use the following table to make sure you don't miss any.

Chapter							
1	2	3	4	5	Location	Number	Page
✗	✗	–	✗	✗	Celsius	7	56 (x4), 70, 93, 198
✗	–	–	–	–	Luca	1	157
✗	✗	✗	–	✗	Djose Temple	4	73, 92, 179, 194
✗	✗	✗	–	–	Macalania	2	162, 180
✗	✗	✗	–	✗	Bikanel Desert	8	163, 206 (x7)
–	–	–	✗	–	Celsius (CommSphere)	3	186 (x2), 188
–	–	–	–	✗	Thunder Plains	1	195

RIBBON

OBTAINING THE RIBBON (CHAPTER 2 - BEVELLE)



After you have disabled the security system in the Restricted Area, by activating the three security towers with blue light pillars in front of them (as described in Chapter 2 of the Walkthrough), these towers will serve a different purpose. Instead of the three existing platforms in the central pit, they will now control the rotation of three lower platforms, which will appear when you activate the three remaining security towers (marked D,E and F on the diagram).

When you activate one of these towers, the white light pillars in front of them will turn red, you will have to fight either a Georapella or a YSLS-99, and a platform will appear below tower F. The blue light towers control the rotation of the platform associated with the last red light tower activated.

Approaching a red light tower which you have previously activated will not result in a battle, it will merely select the associated platform, so that you can rotate it using the blue light towers. Sounds complicated? Don't worry, the effect of each tower is as follows:

Blue Light Towers-

A Rotates selected platform 1/6 of a turn clockwise and triggers a battle with a Precepts Guard.

B Rotates selected platform 1/2 a turn.

C Rotates selected platform 1/6 of a turn anti-clockwise and triggers a battle with a Georapella.

Red Light Towers-

D Approaching it for the first time activates the 4th platform from the top and triggers a battle with either a Geoparella or a YSLS-99. Approaching it again selects the 4th platform from the top.

E Approaching it for the first time activates the 5th platform from the top and triggers a battle with either a Geoparella or a YSLS-99. Approaching it again selects the 5th platform from the top.

F Approaching it for the first time activates the 6th platform from the top and triggers a battle with either a Geoparella or a YSLS-99. Approaching it again selects the 6th platform from the top.

In order to reach the Ribbon, you must position the bottom three platforms so as to form a spiral down to the lower of the two openings in the central pit (found directly below tower D). The quickest way to do this is to first disable the security system and then activate the towers in the following order: D, A, B, E, B, F, B, C.

Once you have done this, go through the lower opening out onto a plateau, on the left hand side of which there is a chest containing your hard earned Ribbon. Well done!

THE PUBLICITY CAMPAIGN

Representatives from Open Air, Inc. and Argent, Inc., two rival companies, can be found at three areas in the Calm Lands. If you so wish, you can advertise for one of the companies. It doesn't matter which one you choose.

Speak to a member of Open Air, Inc. or Argent, Inc., and choose the menu option "Publicity Menu" and then "Sign me up!" to join the team. From now on you can publicise your chosen company to certain characters throughout Spira by pressing ▣. Each character can be spoken to once per chapter and greeted with an advertising slogan. There are five slogans to choose from, and each character addressed will react differently. This is quantified via a points system (Publicity Rating), which will determine your Publicity Level. You can find out how many points you have by asking the company employees in the Calm Lands.

Your Publicity Level cannot increase beyond the current chapter number. Consequently, you can only reach the highest level in Chapter 5, even if you have already collected the required 400 points in Chapter 3. Starting early on will mean that you will finish this laborious task as soon as possible.

You can also improve your Publicity Rating by taking part in the mini-games in the Calm Lands. In this respect, used credits are converted. To obtain a Publicity Rating point, you will have to expend:

- 20 credits in Chapter 1
- 50 credits in Chapter 2
- 100 credits in Chapter 3
- 200 credits in Chapter 5

As soon as you have achieved a higher Publicity Level, you can exchange more items (refer to the following table) and the three mini-games in the Calm Lands will be extended. You can also receive the Calm Lands Free Pass, which allows you to travel for free on the Hover. In addition, the Calm Lands episode can be concluded in Chapter 5 with "Episode Complete!", which will lead to a merger of the two companies Open Air, Inc. and Argent, Inc.. New mini-games will also be unlocked (see page 197).

Remember that you can only advertise for one company at a time. If you intend to change sides, your Publicity Rating with the old company will be halved, but will remain with them should you change your mind again. Your publicity rating for the new company will start at 0.

ADVERTISING SLOGANS

Nr.	Open Air, Inc.	Argent, Inc.
1	Fun awaits you at Open Air.	Fun awaits you at Argent.
2	Take to the Air, Open Air.	Argent, at your service.
3	Open Air. Get your Air on.	For a good time, call on Argent.
4	I lost 30 pounds with Open Air.	Argent. Fun you can rely on.
5	Shee yoo at Open Air, yesh?	Would you like to hear about Argent, Inc.?

REACTIONS AND PUBLICITY RATING

Reaction	Publicity Rating
They seem put off	0
They don't seem the least bit interested	1
They seem mildly intrigued	2
They seem pretty psyched	3
They seem totally pumped!	5

Publicity Rating	Publicity Level
0 – 59	1
60 –139	2
140 – 259	3
260 – 399	4
400	5

Trade-In Credits with Open Air, Inc.

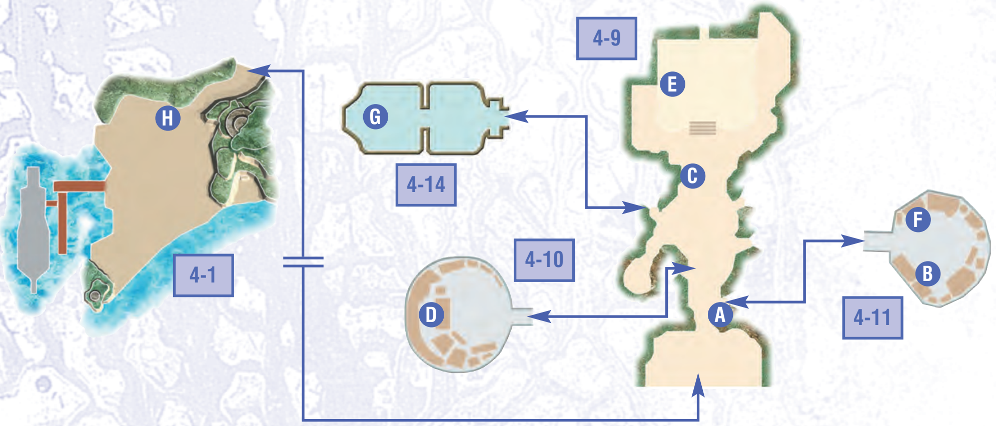
Prize	Credits	Publicity Level								
		Before Merger				After Merger				
		1	2	3	4	1	2	3	4	5
Potion	10	✓	✓	✓	✓	✓	✓	✓	✓	✓
Phoenix Down	30	✓	✓	✓	✓	✓	✓	✓	✓	✓
Budget Grenade	50	✓	✓	✓	✓	✓	✓	✓	✓	✓
Hi-Potion	150	✓	–	–	–	✓	✓	✓	✓	✓
Charm Bangle	500	✓	–	–	–	✓	✓	✓	✓	✓
Grenade	70	–	✓	✓	✓	–	✓	✓	✓	✓
Poison Fang	100	–	✓	✓	✓	–	✓	✓	✓	✓
Remedy	200	–	✓	✓	✓	–	✓	✓	✓	✓
Mythril Gloves	750	–	✓	–	–	–	✓	✓	✓	✓
Glass Buckle	2500	–	✓	–	–	–	✓	✓	✓	✓
S-Bomb	100	–	–	✓	✓	–	–	✓	✓	✓
Dark Grenade	300	–	–	✓	✓	–	–	✓	✓	✓
Titanium Bangle	500	–	–	✓	✓	–	–	✓	✓	✓
Power Wrist	1500	–	–	✓	–	–	–	✓	✓	✓
Black Belt	5000	–	–	✓	–	–	–	✓	✓	✓
M-Bomb	3530	–	–	–	✓	–	–	–	✓	✓
L-Bomb	500	–	–	–	✓	–	–	–	✓	✓
Pretty Orb	1000	–	–	–	✓	–	–	–	✓	✓
Shining Gem	3500	–	–	–	✓	–	–	–	✓	✓
Mortal Shock	12,000	–	–	–	–	–	–	–	–	✓
Stamina Tablet	1000	–	–	–	–	–	–	–	–	✓
Dream Shock	3000	–	–	–	–	–	–	–	–	✓
Hyper Wrist	5000	–	–	–	–	–	–	–	–	✓
Supreme Gem	15,000	–	–	–	–	–	–	–	–	✓
Tetra Gloves	50,000	–	–	–	–	–	–	–	–	✓
Sword Tome	80,000	–	–	–	–	–	–	–	–	✓
Garment Grid: Disaster in Bloom *1	200,000	–	–	–	–	–	–	–	–	✓
Bushido Tome *2	100,000	–	–	–	–	–	–	–	–	✓

*1 = May only be exchanged once. *2 = Only after receiving the Garment Grid: Disaster in Bloom

Trade-In Credits with Argent, Inc.

Prize	Credits	Publicity Level								
		Before Merger				After Merger				
		1	2	3	4	1	2	3	4	5
Potion	10	✓	✓	✓	✓	✓	✓	✓	✓	✓
Phoenix Down	30	✓	✓	✓	✓	✓	✓	✓	✓	✓
Budget Grenade	50	✓	✓	✓	✓	✓	✓	✓	✓	✓
Hi-Potion	150	✓	–	–	–	✓	✓	✓	✓	✓
Ether	500	✓	–	–	–	✓	✓	✓	✓	✓
Lunar Curtain	70	–	✓	✓	✓	–	✓	✓	✓	✓
Silver Hourglass	100	–	✓	✓	✓	–	✓	✓	✓	✓
Dispel Tablet	200	–	✓	✓	✓	–	✓	✓	✓	✓
Defence Veil	750	–	✓	–	–	–	✓	✓	✓	✓
Gold Bracer	2500	–	✓	–	–	–	✓	✓	✓	✓
Farplane Shadow	100	–	–	✓	✓	–	–	✓	✓	✓
Mana Spring	300	–	–	✓	✓	–	–	✓	✓	✓
Soul Spring	500	–	–	✓	✓	–	–	✓	✓	✓
Tarot Card	1500	–	–	✓	–	–	–	✓	✓	✓
Hypno Crown	5000	–	–	✓	–	–	–	✓	✓	✓
Stamina Spring	3530	–	–	–	✓	–	–	–	✓	✓
Gold Hourglass	500	–	–	–	✓	–	–	–	✓	✓
Pearl Necklace	1000	–	–	–	✓	–	–	–	✓	✓
Tetra Band	3500	–	–	–	✓	–	–	–	✓	✓
Soul of Thamasa	12,000	–	–	–	–	–	–	–	–	✓
Turbo Ether	1000	–	–	–	–	–	–	–	–	✓
Mana Tablet	3000	–	–	–	–	–	–	–	–	✓
Pixie Dust	5000	–	–	–	–	–	–	–	–	✓
Chocobo Wing	15,000	–	–	–	–	–	–	–	–	✓
Tetra Bracelet	50,000	–	–	–	–	–	–	–	–	✓
Black Tome	80,000	–	–	–	–	–	–	–	–	✓
Garment Grid: Flash of Steel *1	200,000	–	–	–	–	–	–	–	–	✓
White Tome *2	100,000	–	–	–	–	–	–	–	–	✓

*1 = May only be exchanged once. *2 = Only after receiving the Garment Grid Flash of Steel.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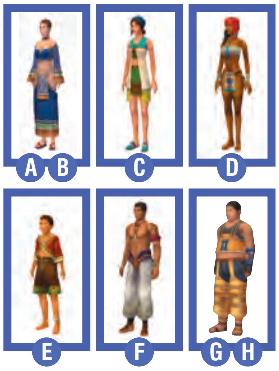
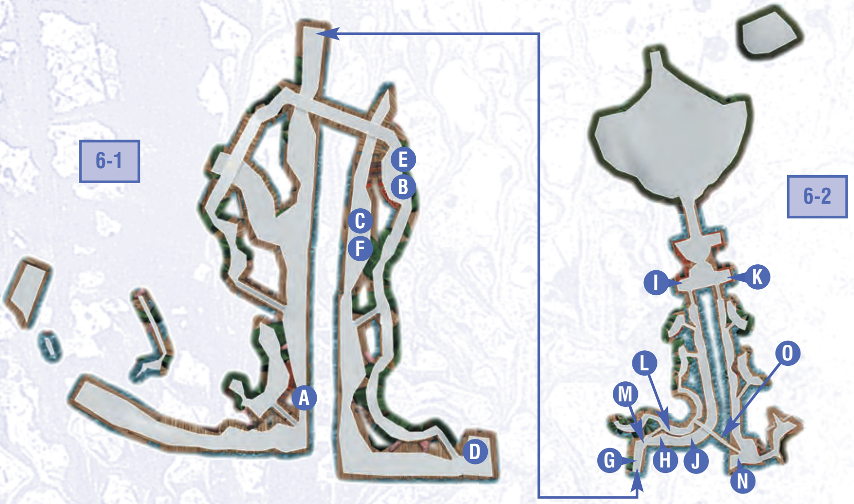


CHARACTERS IN BESAID ISLAND

	Chapter					Slogan No. and Publicity Rating					There Goes The Bride: Slogan No. and Points – see Page 167.				
Symbol	**1**	**2**	**3**	**4**	**5**	**1**	**2**	**3**	**4**	**5**	**1**	**2**	**3**	**4**	**5**
A	✓	✓	-	-	-	3	5	2	0	1	0	1	5	2	3
B	-	-	✓	-	✓	3	5	2	0	1	0	1	5	2	3
C	✓	✓	✓	-	✓	3	1	0	5	2	1	0	3	5	2
D	✓	✓	✓	-	✓	2	0	3	1	5	3	2	5	1	0
E	✓	✓	✓	-	✓	2	1	5	0	3	-	-	-	-	-
F	✓	✓	✓	-	✓	5	0	2	1	3	-	-	-	-	-
G	✓	*1	*2	-	-	5	1	3	2	0	-	-	-	-	-
H	-	-	-	-	✓	5	1	3	2	0	-	-	-	-	-

*1: In 4-8 prior to conclusion of Run the Gunner's Gauntlet!. *2: Disappears after Protect Besaid Temple!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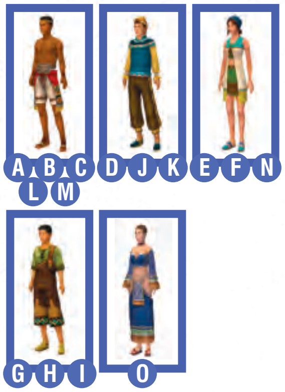
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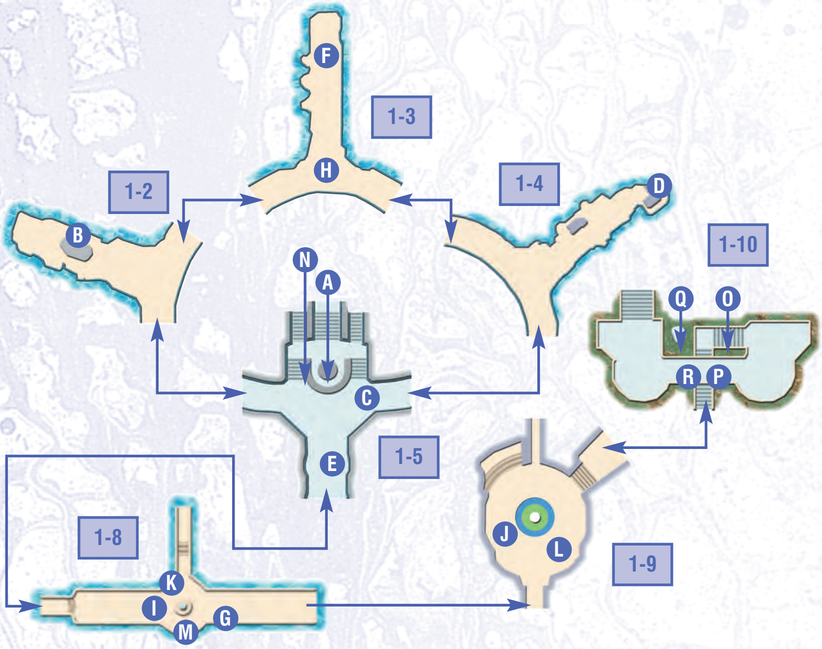
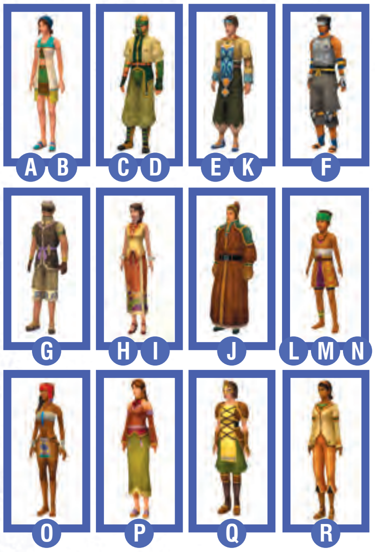
CHARACTERS IN KILIKA

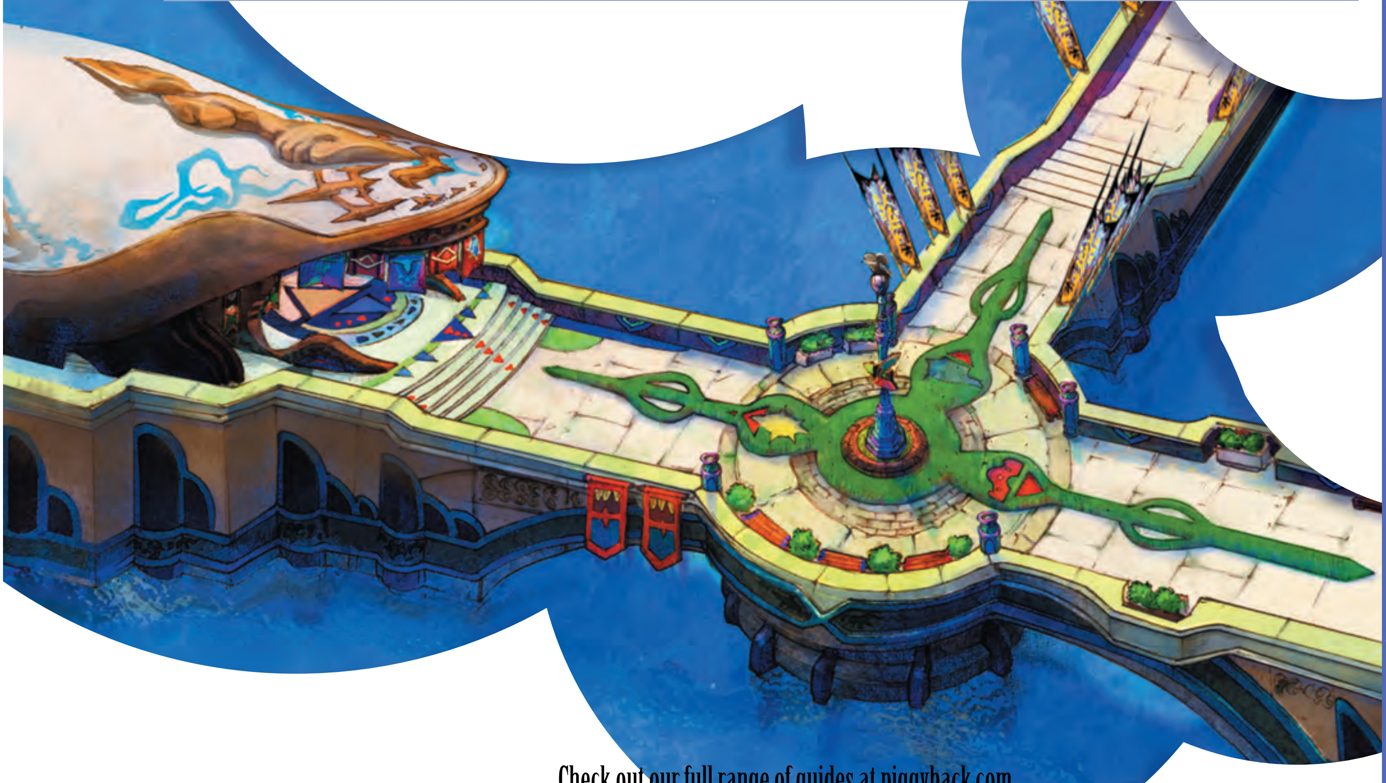
	Chapter					Slogan No. and Publicity Rating					There Goes The Bride: Slogan No. and Points – see Page 167.				
Symbol	**1**	**2**	**3**	**4**	**5**	**1**	**2**	**3**	**4**	**5**	**1**	**2**	**3**	**4**	**5**
A	✓	-	-	-	-	1	3	0	2	5	-	-	-	-	-
B	-	-	✓	-	-	1	3	0	2	5	-	-	-	-	-
C	-	-	-	-	✓	1	3	0	2	5	-	-	-	-	-
D	✓	-	✓	-	✓	0	2	1	5	3	-	-	-	-	-
E	-	-	✓	-	-	2	3	0	1	5	5	3	0	1	2
F	-	-	-	-	✓	2	3	0	1	5	5	3	0	1	2
G	✓	-	-	-	-	3	2	1	5	0	-	-	-	-	-
H	-	-	✓	-	-	3	2	1	5	0	-	-	-	-	-
I	-	-	-	-	✓	3	2	1	5	0	-	-	-	-	-
J	✓	-	✓	-	-	3	1	2	0	5	-	-	-	-	-
K	-	-	-	-	✓	3	1	2	0	5	-	-	-	-	-
L	✓	-	✓	-	-	2	3	0	1	5	-	-	-	-	-
M	-	-	-	-	✓	2	3	0	1	5	-	-	-	-	-
N	✓	-	✓	-	-	0	5	3	2	1	3	2	5	1	0
O	-	-	-	-	✓	0	5	3	2	1	3	2	5	1	0

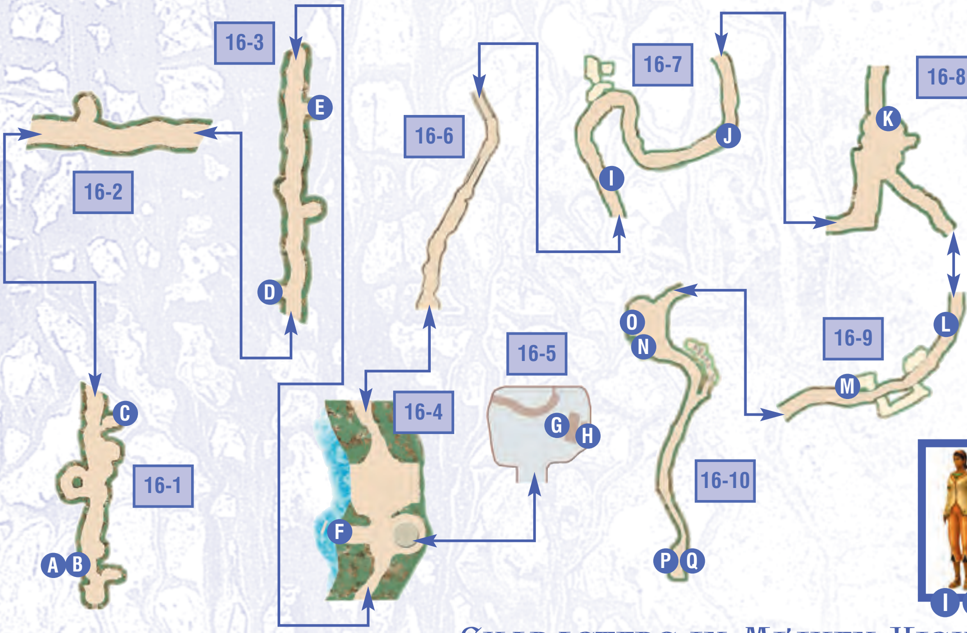




CHARACTERS IN LUCA

	Chapter					Slogan No. and Publicity Rating					There Goes The Bride: Slogan No. and Points – see Page 167.				
Symbol	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	✓	✓	✓	-	-	3	5	2	0	1	0	5	1	3	2
B	-	-	-	-	✓	3	5	2	0	1	0	5	1	3	2
C	✓	✓	-	-	-	0	3	5	2	1	-	-	-	-	-
D	-	-	-	-	✓	0	3	5	2	1	-	-	-	-	-
E	-	-	✓	-	-	0	3	5	2	1	-	-	-	-	-
F	✓	✓	-	-	✓	5	1	3	2	0	-	-	-	-	-
G	-	-	✓	-	-	5	1	3	2	0	-	-	-	-	-
H	✓	✓	-	-	✓	1	3	0	5	2	0	5	2	3	1
I	-	-	✓	-	-	1	3	0	5	2	0	5	2	3	1
J	✓	✓	-	-	✓	3	0	2	1	5	-	-	-	-	-
K	-	-	✓	-	-	3	0	2	1	5	-	-	-	-	-
L	✓	✓	-	-	-	2	3	1	5	0	-	-	-	-	-
M	-	-	✓	-	-	2	3	1	5	0	-	-	-	-	-
N	-	-	-	-	✓	2	3	1	5	0	-	-	-	-	-
O	✓	✓	-	-	✓	1	3	0	2	5	3	0	5	1	2
P	-	-	✓	-	-	1	3	0	2	5	3	0	5	1	2
Q	✓	✓	-	-	✓	1	2	5	3	0	0	5	1	2	3
R	-	-	✓	-	-	1	2	5	3	0	0	5	1	2	3

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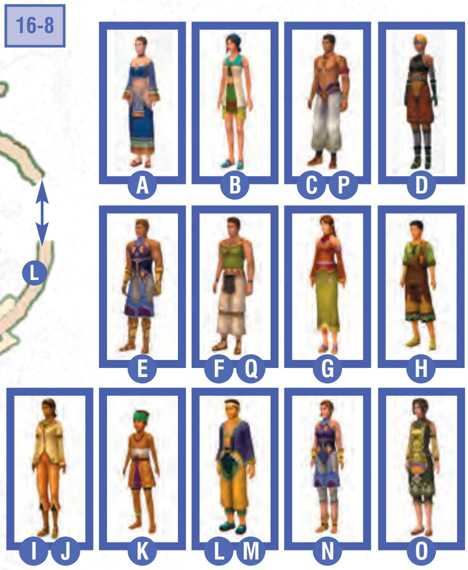
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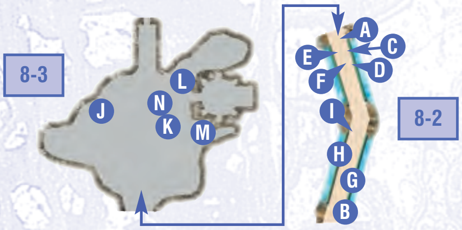
CHARACTERS IN MI'IHEN HIGHROAD

Symbol	Chapter 1	Chapter 2	Chapter 3	Chapter 4	Chapter 5	Slogan No. and Publicity Rating 1	2	3	4	5	There Goes The Bride: Slogan No. and Points – see Page 167. 1	2	3	4	5
A	✓	✓	*1	-	✓	5	1	0	3	2	5	1	2	3	0
B	✓	✓	*1	-	✓	3	5	0	2	1	3	2	1	0	5
C	✓	✓	*1	-	✓	0	2	5	3	1	-	-	-	-	-
D	✓	✓	*1	-	✓	2	1	0	5	3	1	5	0	3	2
E	✓	✓	*1	-	✓	0	5	3	2	1	-	-	-	-	-
F	✓	✓	*1	-	✓	5	3	2	1	0	-	-	-	-	-
G	✓	✓	✓	-	✓	0	5	3	2	1	1	0	3	5	2
H	✓	✓	✓	-	✓	1	3	5	0	2	-	-	-	-	-
I	✓	*1	*2	-	-	0	2	3	5	1	5	3	2	1	0
J	-	-	-	-	✓	0	2	3	5	1	5	3	2	1	0
K	✓	✓	*1	-	✓	2	3	1	0	5	-	-	-	-	-
L	✓	*1	*2	-	-	1	5	3	2	0	-	-	-	-	-
M	-	-	-	-	✓	1	5	3	2	0	-	-	-	-	-
N	✓	*1	*2	-	-	2	3	1	5	0	5	3	2	2	1
O	-	-	-	-	✓	2	3	1	5	0	5	3	2	2	1
P	✓	*1	*2	-	-	3	0	5	2	1	-	-	-	-	-
Q	✓	*1	*2	-	-	5	1	3	0	2	-	-	-	-	-

*1 = Not during the mission Machina Mayhem! *2 = Not after the mission Cuckoo for Chocobos!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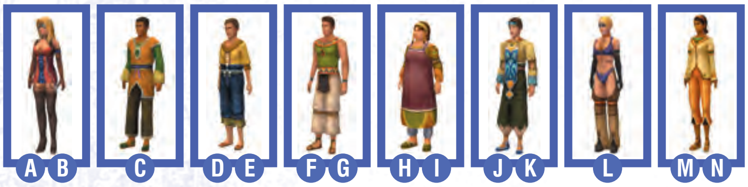
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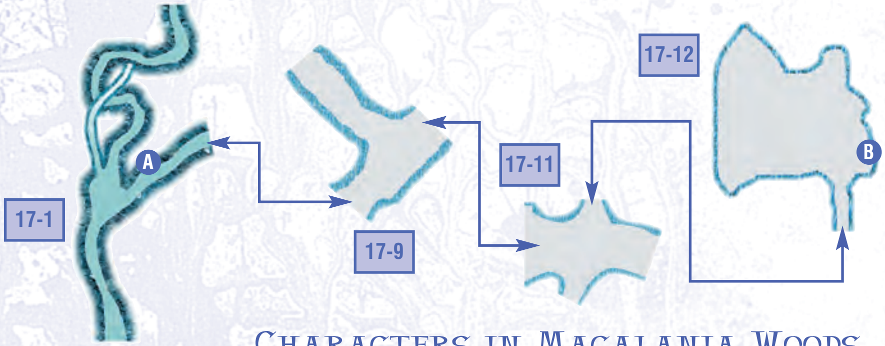
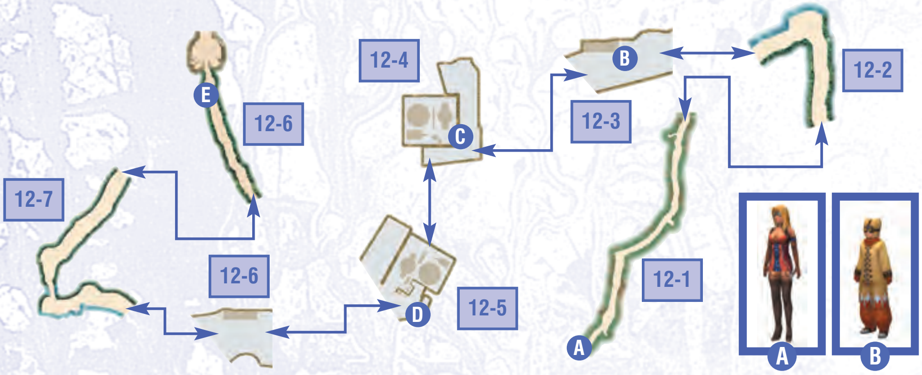
CHARACTERS IN DJOSE

Symbol	Chapter 1	Chapter 2	Chapter 3	Chapter 4	Chapter 5	Slogan No. and Publicity Rating 1	2	3	4	5	There Goes The Bride: Slogan No. and Points – see Page 167. 1	2	3	4	5
A	✓	✓	-	-	-	3	0	5	2	1	3	1	0	2	5
B	-	-	-	-	✓	3	0	5	2	1	3	1	0	2	5
C	✓	✓	-	-	✓	5	1	0	3	2	-	-	-	-	-
D	✓	✓	-	-	-	1	0	2	5	3	-	-	-	-	-
E	-	-	-	-	✓	1	0	2	5	3	-	-	-	-	-
F	✓	✓	-	-	-	0	1	3	2	5	-	-	-	-	-
G	-	-	-	-	✓	0	1	3	2	5	-	-	-	-	-
H	✓	✓	-	-	-	3	1	5	0	2	0	1	3	2	5
I	-	-	-	-	✓	3	1	5	0	2	0	1	3	2	5
J	✓	✓	-	-	-	2	5	0	3	1	-	-	-	-	-
K	-	-	-	-	✓	2	5	0	3	1	-	-	-	-	-
L	✓	✓	-	-	✓	5	0	2	1	3	0	1	3	2	5
M	✓	✓	-	-	-	2	1	5	0	3	2	0	1	5	3
N	-	-	-	-	✓	2	1	5	0	3	2	0	1	5	3



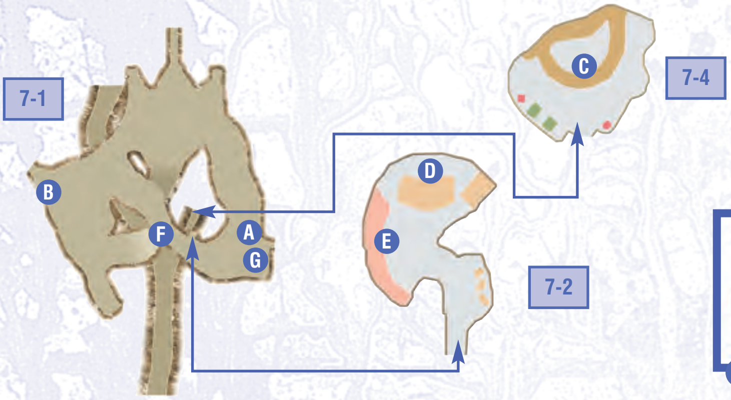
CHARACTERS IN MACALANIA WOODS

	Chapter					Slogan No. and Publicity Rating					There Goes The Bride: Slogan No. and Points – see Page 167.				
Symbol	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	✓	✓	✓	-	-	5	0	1	2	3	-	-	-	-	-
B	✓	✓	✓	-	-	0	3	1	5	2	-	-	-	-	-



CHARACTERS IN MOONFLOW

	Chapter					Slogan No. and Publicity Rating					There Goes The Bride: Slogan No. and Points – see Page 167.				
Symbol	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	✓	-	✓	✓	✓	3	0	5	1	2	5	3	2	0	0
B	✓	✓	✓	✓	✓	0	3	1	2	5	0	5	3	2	1
C	✓	✓	✓	✓	✓	2	0	1	3	5	-	-	-	-	-
D	✓	✓	✓	✓	✓	0	3	2	1	5	2	1	0	5	3
E	✓	✓	✓	✓	✓	5	0	2	3	1	3	2	1	0	5



CHARACTERS IN GUADOSALAM

	Chapter					Slogan No. and Publicity Rating					There Goes The Bride: Slogan No. and Points – see Page 167.				
Symbol	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	✓	-	-	-	*1	1	2	5	0	3	-	-	-	-	-
B	-	-	✓	-	-	1	2	5	0	3	-	-	-	-	-
C	✓	-	✓	-	✓	0	5	2	3	1	-	-	-	-	-
D	✓	-	✓	-	✓	3	5	0	1	2	-	-	-	-	-
E	✓	-	✓	-	✓	0	3	2	5	1	-	-	-	-	-
F	✓	-	✓	-	-	5	2	1	3	0	-	-	-	-	-
G	-	-	-	-	*2	5	2	1	3	0	-	-	-	-	-

*1 = Disappears if "Episode Complete!" does not appear

*2 = Is at point "F" as long as this plot and the Moonflow one do not end with "Episode Complete!". Disappears after "Episode Concluded" in Moonflow and "Episode Complete!" in Guadosalam.

EXCAVATION

MISSION: CAN YOU DIG IT? AND EXCAVATION

You can start the mission Can You Dig It? in Bikanel Desert in Chapters 1, 2, 3 or 5 (see page 163). The list of available Excavation locations will broaden once you have fulfilled certain requirements.

The rules of excavation are simple: you will have 60 seconds to dig in the desert for treasure and return to the Hover. You will see several crosses on the guide map: four white and one yellow. (In the Western Expanse area, the yellow cross will only be shown after 3, 8, 17 or 33 seconds.) When you reach the marked points, digging begins automatically.

- Yellow cross: There are three types of Al Bhed component: Attack Assembly, Defence Assembly and Special Assembly. Each has three different levels: A, S and Z. The assemblies are used to upgrade the Al Bhed Experiment in Djose Temple (see page 193). Scrap Metal is useless junk.

- White cross: The treasure that you find could be Al Bhed Primers, items, accessories, Sphere Break coins and gil. You can keep these items even if the 60 second time limit runs out.

- Enemies will sometimes appear at digging locations. They will even attack if you are wearing the Charm Bangle accessory, but you will be able to escape from battle using the usual method if you would prefer to dig rather than fight.

More excavation locations will become available under certain circumstances.

Excavation Locations	Chapter					Circumstance
	1	2	3	4	5	
Western Expanse	Yes	Yes	Yes	No	Yes	After the start of the mission Can You Dig It?
Southern Expanse	No	Yes	Yes	No	Yes	After the end of the mission Water We Doing Here?
Eastern Expanse	No	No	Yes	No	Yes	After the start of the mission The Cactuar Connection
Northern Expanse	No	No	Yes	No	Yes	After the start of the mission The Cactuar Connection
Central Expanse	No	No	No	No	Yes	After a Chocobo from Chocobo Ranch has been dispatched to Bikanel

INFORMATION ON THE REGIONS

Western Expanse	There is a rival who is also looking for the yellow cross. If they beat you to it, the excavation will fail. If you don't immediately see the yellow cross on the map, follow your rival.
Southern Expanse	The yellow cross will be a long way from the Hover. If you left O'aka behind after the Macalania Woods mission Follow that O'aka!, he will now appear here and you can take him on board the Celsius.
Eastern Expanse	There might also be a green cross here before the mission Showdown in the Sands. If so, you will face four battles against Machina Hunter and will return to the camp.
Northern Expanse	The powerful fiends Zu and Sandworm will appear here. You can find useful items which should compensate for the difficult battles.
Central Expanse	There is a rival digger here, but no random battles. The special treasure to be found here is the Desert Key, which opens the chest in the camp (Map 9-1).

ASSEMBLIES AND TREASURE

Western Expanse	Southern Expanse	Eastern Expanse	Northern Expanse	Central Expanse
Al Bhed Components in Order of Frequency				
Attack Assembly	Defence Assembly	Special Assembly	Special Assembly	Special Assembly
Defence Assembly	Attack Assembly	Defence Assembly	Defence Assembly	Defence Assembly
Special Assembly	Special Assembly	Attack Assembly	Attack Assembly	Attack Assembly
Treasure				
Potion	Potion	Potion	Potion	Potion
Hi-Potion x1, x2	Budget Grenade x1 – x3	Hi-Potion x1, x2	Phoenix Down	Hi-Potion
Mega-Potion	Grenade x1, x2	Ether	Silver Hourglass	Mega-Potion
Ether	S-Bomb x2	Phoenix Down	Candle of Life	Ether
Turbo Ether	M-Bomb x2	Mega Phoenix	Chocobo Feather	Grenade
Phoenix Down	L-Bomb x2	Soft x5	Chocobo Wing	S-Bomb
Antidote x2, x5	Silence Grenade	Eye Drops x5	Lunar Curtain	M-Bomb
Soft x2, x5	Dark Grenade	Echo Screen x5	Light Curtain	Poison Fang
Eye Drops x2	Petrify Grenade	Remedy	Star Curtain	Farplane Shadow
Echo Screen x2	Bomb Fragment	Power Gloves	Twin Stars	Dispel Tonic
Holy Water x2, x5	Bomb Core x2	1000 – 5000 Gil	400 – 500 Gil	Nature's Tome
Remedy	Antarctic Wind	Al Bhed Primer	Al Bhed Primer	1000 – 2000 Gil
200 - 3000 Gil	Arctic Wind x2	-	-	Al Bhed Primer
Al Bhed Primer	Electro Marble	-	-	Desert Key
-	Lightning Marble x2	-	-	-
-	Fish Scale	-	-	-
-	Dragon Scale x2	-	-	-
-	200 - 4000 Gil	-	-	-
-	Al Bhed Primer	-	-	-

STRENGTH FREQUENCIES OF AL BHED COMPONENTS

Chapter	Scrap Metal	Strength A	Strength S	Strength Z
1	10%	53%	21%	16%
2	10%	54%	24%	12%
3	10%	45%	30%	15%
5	10%	27%	48%	15%

If an alarm sounds during the treasure hunt, a red triangle on the map will move towards you. This represents the fiend, Angra Mainyu (333,444 HP), who wants to welcome you to the desert! The fiend will launch a special attack after 60 seconds which will end the battle, but luckily not the game. In Chapter 5 Angra Mainyu will no longer appear, but he will have been replaced by other opponents:

- Western Expanse and Southern Expanse: Fly Eye and Killer Hound
- Eastern Expanse: Pop Fry
- Northern Expanse: Zu

Fighting tips: To defeat this fiend, try to reduce its HP as quickly as possible, before it has time to act. Having a Gunner in your Party equipped with the Cat Nip accessory, using Trigger Happy whilst her HP is yellow, is a particularly useful strategy.

When you return from an excavation, the Excavation Results will be displayed: Total Digs, Successful Digs, Failed Digs and Rank. Your Rank can be either Sandbox League, Beach Comber, Sand Blaster or Zen Master of Digging.

After 15, 30, 60, 90, 120, 150 and 180 Successful Digs, your performance will be assessed to compare failed digs with successful ones. If you've clocked up more successes than failures, your Rank will be raised by one level.

Your reward for a Successful Dig will increase in every chapter and you can also apply for a wage rise. Once you have undertaken five successful excavations, go to the Living Quarters (Map 8-7) on the right-hand side of Djose Temple. Access the control panel and select "Apply for a raise". Each answer has a value ranging from 0 to 2 points. If you score enough points, your wages will be increased by five times the number of Successful Digs that you have undertaken.

Chapter	Salary in Gil		Rise After
	Start	Maximum	
1	100	150	5 points
2	150	300	7 points
3	200	400	8 points
5	300	850	11 points

Following the mission Water We Doing Here? in Chapter 2, you can go to the Oasis (Map 9-3) at any time. The following may happen there:

- Something comes drifting towards you in the lake (probability: 70 %)
- You can go shopping in the Caravan shop (Chapter 3 onwards, probability: 25 %)

FLOTSAM AND JETSAM IN THE LAKE (MAP 9-3)

Item	Probability
Treasure chest with Potion, Hi-Potion, Phoenix Down or Antidote	20%
Treasure chest of Al Bhed Hi-Potion, Ether, Mega Phoenix or Remedy	30%
Empty treasure chest	20%
Litter bottle	10%
Litter can	10%
Lost dolphin	10%

THE CARAVAN SHOP (MAP 9-3)

Item	Gil
Black Choker	4000
Potpourri	4000
Gris-Gris Bag	4000
Pearl Necklace	4000
Pretty Orb	4000
Dragonfly Orb	4000
Chaos Shock	15,000
Fury Shock	15,000
Lag Shock	15,000
System Shock	15,000

QUESTIONS, ANSWERS AND POINTS

Question No.	Statement	Answer and Points		
		Agree	Disagree	No Strong Opinion
1	I dig to make a living	2	1	0
	If I had enough gil, I wouldn't dig.	1	2	0
	Digging's just a way to kill time.	0	2	1
	I dig to advance the Machine Faction.	2	0	1
	The dig is for unimaginable treasure.	2	0	1
	I wish I could just play games for a living.	1	2	0
	Excavating is my life.	1	0	2
	Any salary is fine. Just give me a shovel.	0	2	1
	I work to put food on the table.	0	1	2
	I hate digging, but work is work.	1	0	2
2	I would go shopping if my wages went up.	1	2	0
	If I get a raise, I'll save any extra I make.	2	0	1
	In my own opinion, I deserve a raise.	1	0	2
	I'd work harder if I got a raise.	2	0	1
	I'll use the money from my raise to party.	0	1	2
	One raise will keep me working hard for another.	2	0	1
	It takes a lot of gil to live large.	2	1	0
	It's unbecoming to think only of making gil.	1	0	2
	I value my conscience more than my gil.	1	0	2
	If it were possible, I'd spend more than I have.	1	2	0
3	I love to work.	2	0	1
	Sometimes you have to cut corners.	1	0	2
	I hate work, but I love gil.	0	1	2
	It's okay to slack off if no one gets mad.	0	2	1
	Working isn't for me.	0	2	1
	There must be something for me besides digging.	0	1	2
	Working as hard as you can is for losers.	0	2	1
	It's great working up a sweat while digging.	2	1	0
	You should always finish what you start.	2	0	1
	When the going gets rough, I get going.	0	2	1
4	Time flies when you're digging.	0	1	2
	I'm tired of digging.	0	1	2
	I want to dig up something amazing.	2	0	1
	I get irritated when I dig.	1	2	0
	Going out to dig is a real pain.	2	0	1
	Once I start digging, I forget everything else.	0	2	1
	Digging is an exotic adventure.	2	0	1
	I've fallen asleep while digging.	0	2	1
	I'm always on the lookout for a chance to quit digging.	1	2	0
	I can't imagine a Spira where I couldn't dig.	2	0	1
5	I'd ride a hover everywhere if I could.	2	0	1
	Machina make us better people.	1	0	2
	We should rely more on machina.	1	0	2
	Machina are useful, but I don't like them.	1	2	0
	Death to machina!	0	2	1
	People are no better than machina.	0	1	2
	It's dangerous to place too much trust in machina.	2	0	1
	People who hate machina are narrow-minded.	1	0	2
	Machina have made our lives easier, but at a price.	0	1	2
	I don't know how I'd live without machina.	2	0	1
6	I'll always think of Gippal as "the Gip".	2	0	1
	I meant well, really.	2	0	1
	Everything's coming up roses!	0	2	1
	The road of life is paved with thorns.	1	2	0
	I can't remember anything.	0	2	1
	Long live the Machine Faction!	1	0	2
	Long live Gippal!	2	0	1
	I can't believe it's not butter!	2	1	0
	Our exhaustion is our source of strength.	0	2	1
	Without courage, there can be no cowardice.	0	1	2

LEBLANC'S MASSAGE

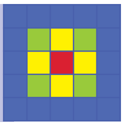
There is no fail-safe strategy for this unusual mini-game that appears in Chapter 2, but you shouldn't have too much trouble earning maximum points and obtaining the Gold Harpin.

The massage takes place in Leblanc's Private Quarters (Map 7-8), in Guadosalam. The more satisfying the massage you give, the more Satisfaction points you will earn. Your goal will be to score 32 points within 15 rounds. In each round, you must select one area of Leblanc's back to massage. There are 9 of these to choose from, represented by squares arranged in a 3 x 3 grid. When you massage an area, a coloured symbol will appear in the relevant square indicating how close you are to the spot that will satisfy Leblanc the most. The red symbol, worth 5 points, means that you have successfully massaged the spot that was causing Leblanc discomfort.

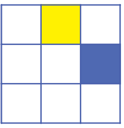
Being the, ahem, demanding sort of lady she is, finding this spot will result in the appearance of another such ache which you must search for from scratch. If, as is likely, you fail to find the correct spot on your first try, your efforts will be rewarded with a differently coloured symbol, and you will then have to try other areas, until you discover the right one. The closer you get, the more points you will score. However, the points you receive in a round are not only dependent on your proximity to the sore spot, but on whether it was your first attempt to find the troublesome area, or one of several subsequent attempts. See the table for details on this.

Symbol	Points During First Attempt	Points From Second Attempt Onwards
Red	5	5
Yellow	2	3
Green	1	2
Blue	0	0

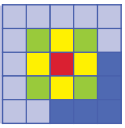
To more deeply grasp the principles of massage, it is useful to imagine the available massage area as a 5 x 5 grid divided into the following colours (corresponding to the coloured symbols mentioned above):



If you were to massage the following areas of the 3 x 3 grid:



- and then compare the resulting symbol colours with the 5 x 5 grid, you would soon discover that the spot that you were searching for could only be located in one of the remaining unmassaged areas, as shown to the right:



Always take a close look at the 5 x 5 grid and massage the squares which are far away from each other on the 3 x 3 grid (e.g. bottom right corner and top left corner). In this way you can best tell how the 5 x 5 area is configured.

CHOCOBO RANCH

Upon completion of the Calm Lands mission Clean Sweep in Chapter 2, the Chocobo Ranch will open.

Clasko will be expecting you either in the Facility Ruins (Map 18-4) or in the first recess of the Ruins (Map 18-5). He will give you 21 Gysahl Greens and 31 Pahsana Greens, so that you can now head off on a Chocobo hunt.

Chocobos will appear in random encounters throughout Spira, with the exception of Luca, Mi'ihen Highroad, Bevelle, Mushroom Rock, Gagazet, Macalania, and Zanarkand. You must have defeated all other fiends in the battle in order to capture a Chocobo, but they are often very timid and prone to running away. When battle begins, immediately throw them some Gysahl Greens using the Items command to calm them down. If the battle lasts a long time, you should keep the Chocobo happy by throwing more Gysahl Greens. It is possible that the bird may attack you – stay calm and show it that you mean well. You will need to feed it once again at the end of the battle in order to secure capture.

If you capture a Chocobo, it will be automatically transported to the Chocobo Ranch in the Calm Lands. Clasko will only let the new ones go if he already has 14 Chocobos.

You can keep 14 Chocobos on the Ranch, of which four are Choco-Runners and ten are Choco-Reserves. Each animal has different attributes:

- Level: Determines the type of items which the bird will bring back.
- Nature: There are timid, normal and bold Chocobos.
- Heart: Influences the chance that the bird will flee and the number of items it will find.
- Max Level: Displayed from Chapter 5 onwards if you talk to the Chocobo directly. The number indicates to what extent you can develop the bird by feeding it nutritive greens.

Talk to Clasko in order to access the Chocobo Ranch main menu with the following possible activities:

CHOCOBO RANCH MAIN MENU

Menu Option	Description
Raise Chocobos	Increase the levels of Chocobos with nutritive greens: Levels 1 to 2: 10 Pahsana Greens Levels 2 to 3: 10 Mimett Greens Levels 3 to 4: 30 Mimett Greens Levels 4 to 5: 40 Sylkis Greens The maximum level varies depending on the Chocobo in question.
Feed Chocobos	Regenerate lost Heart points by feeding the Chocobos with Pahsana Greens.
Choco-Browser	View the number of different Chocobos and Greens.
Nutritive Greens	Alter the proportions of the different types of nutritive greens to be produced, or fill up supplies.
Dispatch Chocobos	Dispatch a Choco-Runner.
Change Roster	Swap a Choco-Runner for a Choco-Reserve.
Release Chocobos	Set free a Chocobo.
Junk Food Greens	View and replenish Gysahl Greens.
Help	View a detailed explanation of the Chocobo Ranch.

PRODUCTION OF GREENS

Chapter	Gysahl Greens x5	Nutritive Greens x10
2	All 12 fights	All 6 fights
3	All 10 fights	All 6 fights
4, 5	All 6 fights	All 5 fights

Fresh greens are produced after a certain number of fights. If you select the menu options "Nutritive Greens" and "Junk Food Greens", Clasko will replenish your supplies. If you select "Nutritive Greens", you can also set the ratio of Pahsana Greens, Mimett Greens and Sylkis Greens to be produced. First of all, there will only be Pahsana Greens. Mimett Greens will be available from Chapter 3 onwards.

The four Choco-Runners can be sent to different places. When your party members fight seven random battles away from the Calm Lands, the Chocobos will either return with four items, or disappear for good, depending on the Nature of the animal and the selected destination.

DISPATCH CHOCOBOS

Destination	Chocobo Nature		
	Bold	Normal	Timid
Besaid Island	Poor	Suitable	Normal
Kilika Island	Normal	Poor	Suitable
Mi'ihen Highroad	Normal	Normal	Normal
Mushroom Rock	Normal	Normal	Normal
Djose Highroad	Suitable	Normal	Poor
Moonflow	Poor	Suitable	Normal
Thunder Plains	Normal	Poor	Suitable
Macalania	Poor	Suitable	Normal
Bikanel Desert	Normal	Poor	Suitable
Calm Lands	Suitable	Normal	Poor
Mt. Gagazet	Normal	Normal	Normal
Zanarkand Ruins	Normal	Normal	Normal

EFFECTS OF THE CHOCOBO NATURE

Destination	Heart Consumption	No. of Items	Escape
Suitable	15 points	Many	Seldom
Normal	30 points	Some	Sometimes
Poor	60 points	Few	Often

SPECIFIC EVENTS WHEN CHOCOBOS ARE DISPATCHED

Circumstance	Event	Consequences
A Chocobo of Level 4 or 5 returns from the Mi'ihen Highroad	The Chocobo will discover a cave in Oldroad, South (Map 16-10)	You can enter Fiend Colony (see page 219)
A Chocobo is sent to Bikanel for the first time	The Chocobo will escape and gets caught by the Al Bhed	Excavation in the Central region will become possible
A Chocobo with less than 100 Heart points will return without any items	The Chocobo will find the Mounted Assault or Strength of One Garment Grid	You will obtain Garment Grid (located in the chest)

In the Cave Ruins in the Calm Lands you can capture the Amazing Chocobo, which has particular features:

- It never escapes.
- You can talk to it directly and give it orders.
- Except for Fatigue, it does not have any other attributes, such as Level, Heart or Nature.

By using the "Chocobo Support" command, you can provide support for a Choco-Runner that you have already dispatched. If the Fatigue value is under 75, there is less probability that the Choco-Runners will run away. The Amazing Chocobo will return after 10-17 battles, and his Fatigue level will increase by 15 points each time.

The Amazing Chocobo command Explore Spira is even more interesting. The Chocobo will search for items in all regions, and will find "better" items when it has a higher relaxation level (see table below). The Chocobo will return after 15-22 fights and its Fatigue level will have increased by 30 points. The items will be in the chest next to the Chocobo. Open the chest before dispatching the Chocobo once again, otherwise the items will disappear.

You can cure a Chocobo's Fatigue by using the command Standby. The Chocobo will be regenerated by 5 points after every battle. If the Chocobo is on the Chocobo Ranch, Standby will occur automatically.

AMAZING CHOCOBO RATE OF ITEM RECOVERY

Fatigue	Items	Chocobo Level	Rate
0	0 to 5	1, 2, 3, 4	A, B, C, D
1-30	0 to 5	1, 2, 3, 4	B, C, D
31-50	0 to 4	1, 2, 3	B, C, D
51-75	0 to 3	1, 2, 3	C, D
76-95	0 to 2	1, 2	C, D
96-100	0 to 1	1	D

The rate ranges from A (very seldom) to D (very frequently).

AMAZING CHOCOBO ITEMS I

Destination	Chocobo Level	Rate D	Rate C	Rate B	Rate A
Besaid Island	1	Potion	Potion x2	Potion x3	Potion x4
	2	Hi-Potion	Phoenix Down	Ether	Turbo Ether
	3	Hi-Potion x2	Phoenix Down x2	Ether x2	Turbo Ether x2
	4	Hi-Potion x3	Phoenix Down x3	Ether x3	X-Potion
	5	Hi-Potion x4	Phoenix Down x4	Ether x4	Elixir
Kilika Island	1	Budget Grenade	Budget Grenade	Grenade	Grenade x2
	2	Grenade x3	M-Bomb	M-Bomb x2	Petrify Grenade
	3	Grenade x4	L-Bomb x2	L-Bomb x2	Petrify Grenade x2
	4	S-Bomb	L-Bomb x3	Sleep Grenade x2	Titanium Bangle
	5	M-Bomb	Silence Grenade x4	Star Pendant x2	Venom Shock
Mi'ihen Highroad	1	Soft	Soft x2	Soft x3	Soft x4
	2	Remedy	Eye Drops	Silence Grenade x2	Silver Bracer
	3	Remedy x2	Eye Drops x2	Silence Grenade x3	Gold Bracer
	4	Remedy x3	Eye Drops x3	Silence Grenade x4	Rune Bracer
	5	Remedy x4	Eye Drops x4	White Cape x4	Mute Shock
Mushroom Rock	1	Fish Scale	Fish Scale x2	Fish Scale x3	Fish Scale x4
	2	Dragon Scale	Water Gem	Blue Ring	Cerulean Ring
	3	Dragon Scale x2	Water Gem x2	Watery Gleam	Electrocutioner
	4	Dragon Scale x3	Water Gem x3	NulTide Ring	Short Circuit
	5	Dragon Scale x4	Water Gem x4	Silver Glasses	Blind Shock

AMAZING CHOCOBO ITEMS 2

Destination	Chocobo Level	Rate D	Rate C	Rate B	Rate A
Djose Highroad	1	Star Curtain	Star Curtain x2	Star Curtain x3	Star Curtain x4
	2	Lunar Curtain	Light Curtain	Stamina Tablet	Mana Tablet
	3	Lunar Curtain x2	Light Curtain x2	Stamina Tablet x2	Mana Tablet x2
	4	Lunar Curtain x3	Light Curtain x3	Stamina Tablet x3	Mana Tablet x3
	5	Lunar Curtain x4	Light Curtain x4	Twist Headband	Dream Shock
Moonflow	1	Antidote	Antidote x2	Antidote x3	Antidote x4
	2	Holy Water	Remedy	Healing Spring	Ether
	3	Holy Water x2	Remedy x2	Healing Spring x2	Turbo Ether
	4	Holy Water x3	Remedy x3	Healing Spring x3	Regen Bangle
	5	Holy Water x4	Remedy x4	Healing Spring x4	Recovery Bracer
Thunder Plains	1	Electro Marble	Electro Marble x2	Electro Marble x3	Electro Marble x4
	2	Lightning Marble	Lightning Gem	Yellow Ring	Ochre Ring
	3	Lightning Marble x2	Lightning Gem x2	Lightning Gleam	Electrocutioner
	4	Lightning Marble x3	Lightning Gem x3	NulShock Ring	Short Circuit
	5	Lightning Marble x4	Lightning Gem x4	Black Choker	Chaos Shock
Macalania	1	Potion	Potion x2	Potion x3	Potion x4
	2	Hi-Potion	Phoenix Down	Phoenix Down x3	Mega Phoenix
	3	Hi-Potion x2	Phoenix Down x2	Phoenix Down x4	Mega-Potion
	4	Hi-Potion x3	Phoenix Down x3	Mega Phoenix	Mega-Potion x2
	5	Hi-Potion x4	Phoenix Down x4	Potpourri	Fury Shock
Bikanel Desert	1	Bomb Fragment	Bomb Fragment x2	Bomb Fragment x3	Bomb Fragment x4
	2	Bomb Core	Fire Gem	Red Ring	Crimson Ring
	3	Bomb Core x2	Fire Gem x2	Fiery Gleam	Sublimator
	4	Bomb Core x3	Fire Gem x3	NulBlaze Ring	Freezerburn
	5	Bomb Core x4	Fire Gem x4	Gold Anklet	Stone Shock
Calm Lands	1	Potion	Potion x2	Potion x3	Potion x4
	2	Dispel Tonic	Chocobo Feather	Silver Hourglass	Gold Hourglass
	3	Dispel Tonic x2	Chocobo Feather x2	Silver Hourglass x2	Gold Hourglass x2
	4	Dispel Tonic x3	Chocobo Feather x3	Silver Hourglass x3	Chocobo Wing
	5	Dispel Tonic x4	Chocobo Feather x4	Dragonfly Orb	System Shock
Mt. Gagazet	1	Antarctic Wind	Antarctic Wind x2	Antarctic Wind x3	Antarctic Wind x4
	2	Arctic Wind	Ice Gem	White Ring	Snow Ring
	3	Arctic Wind x2	Ice Gem x2	Icy Gleam	Freezerburn
	4	Arctic Wind x3	Ice Gem x3	NulFrost Ring	Sublimator
	5	Arctic Wind x4	Ice Gem x4	Angel Earrings	Mortal Shock
Zanarkand Ruins	1	Echo Screen	Echo Screen x2	Echo Screen x3	Echo Screen x4
	2	Remedy	Dispel Tonic	Silver Hourglass	Ether
	3	Remedy x2	Dispel Tonic x2	Gold Hourglass	Turbo Ether
	4	Remedy x3	Dispel Tonic x3	Gold Hourglass x2	Kinesis Badge
	5	Remedy x4	Dispel Tonic x4	Pretty Orb	Lag Shock

GUNNER'S GAUNTLET

You can play this mini-game or undertake the mission Run the Gunner's Gauntlet in Besaid Island in Chapters 2, 3 and 5. To do so, talk to Beclem who will be standing close to the Save Sphere on the Village Slope (Map 4-8). Datto will be standing there in Chapter 5.

Rules of the game: you must run from the Promontory (Map 4-7) to the Beach (Map 4-1) in 7 minutes, and talk to Beclem when you arrive there. If your time runs out, or if Yuna loses all 30 HP, the game will be over. Try and shoot as many fiends as possible on your way in order to collect points. Each shot boosts the Chain meter. The more full the meter, the more points will be earned per shot. If Yuna is touched, she will lose 1 - 4 HP, be momentarily immobilised, and lose 1 point. In addition, the Chain meter will be reset.

Defeated monsters leave behind treasure chests with ammunition, which can be collected simply by running into them. There are four main types of ammunition:

- Ammo: Normal bullets. A hit will reduce the opponent's HP by 1 point.
- Dual Shot: Two fiends can be shot at the same time. 1 point is deducted from the HP for every hit.
- Death: The targeted fiend is killed in one shot.
- Volley: All opponents in the vicinity are wiped out.

Later on, you will have the opportunity to upgrade your ammunition. Two units of ammunition will be amalgamated to form a stronger unit with the Upgrade command. For instance, 2x Ammo will turn into one Dual Shot, or 2x Death will become a Volley. Quickshot, which can be found in the chests, is also useful as it produces sustained fire for a short period.

Up to 13 different fiends can appear. Most of them will come from the Beach, and will continuously respawn. Fiends that stick to certain areas will only reappear if you leave the section and then return to it.

YOUR OPPONENTS

Monster	HP	Score	Level	Leaves Behind	Amount
Coyote	5	3	1 +	Ammo	10 - 14
Wild Wolf	7	5	1 +	Death	1 - 2
Shantak	10	10	1 +	Dual Shot	10 - 14
YSLS-99	17	15	1 +	Death	1 - 2
Creeper	1	1	3 +	-	-
Tomb (Small)	10	5	3 - 5	Volley	1
Nashorn	8	12	4 +	Healing	15 - 19
Bicocette	11	8	6 +	Volley	1
Tomb (Medium)	16	8	6 - 7	Volley	2
Hrimthurs	6	25	7 +	Quickshot	-
Dive Beak	12	4	7 +	Upgrade *	1
Tomb (Large)	20	15	8 - 9	Volley	3
Tomb (Giant)	30	20	Max	Volley	4

* The type of Upgrade is selected at random.

Depending upon your Score, your level will rise when you continue to play the game. The reward will be determined by the level that you have mastered:

Level	Score	Reward
1	-	-
2	501	Garment Grid: Enigma Plate
3	750	Power Wrist
4	900	Silver Bracer
5	1000	Titanium Bangle
6	1150	Garment Grid: Mortal Coil
7	1300	Beaded Brooch
8	1400	Diamond Gloves
9	2000	Faerie Earrings
Max	2800	Adamantite

With New Game Plus (second playthrough) the last Score shown will be Beclem's record, which you must try and beat. Furthermore, your level will be retained, and you can no longer gain rewards from lower levels.

Tips for Gunner's Gauntlet:

1) Keep the ◎ button pressed down to immediately aim at opponents outside of your field of vision.

2) Avoid taking a break to reload! Use R1 and L1 to change quickly to another type of ammunition, before the magazine empties (after six shots).

3) A full Chain meter is vital to achieving a high score. Make absolutely sure that the fiends don't touch you. You would be better off taking a few steps back to avoid them.

4) Use your ammunition wisely, e.g. use Ammo against weak opponents, Dual Shot against two monsters, Death against opponents with a high HP level and Volley if there are more than three opponents bearing down on you.

5) Allow the opponents to get close to you so that you can reach the ammunition chests more quickly.

GUNNER'S GAUNTLET (CLOISTER OF TRIALS)

To play this mini-game, you must have successfully completed the Besaid Island mission Protect Besaid Temple! in Chapter 3. Talk to the monk on the top landing of the stairs in the Great Hall (Map 4-15).

This shooting game takes place in the Trials (Map 4-18) and is conducted entirely from a first-person 3D perspective. The time limit is 12 minutes, and you will only move straight ahead. You can only alter the direction in which you are looking, not the direction in which you are moving. Other than that, the principle of the game is the same as for the usual Gunner's Gauntlet.

There will be no direct reward for completing this game, but if you destroy both of the walls in the Trials, towards the end, you can reach the chests behind them and obtain Favourite Outfit, NulFrost Ring or Stamina Spring (see the key on page 88).

YOUR OPPONENTS

Monster	HP	Score	Leaves Behind	Amount
Coyote	5	3	Ammo	17 to 21
Haunt	13	10	Dual Shot	10 to 14
Death Dauber	3 *1	4	Upgrade *2	1
Creeper	1	2	Ammo	1 to 4
Ahriman	7	15	Quickshot	1
Tomb	80	20	Death	1 to 2
Flan Azul	4	2	Healing	2 to 3
Tonberry	15	20	Ammo	30 to 39
Mega Tonberry	20	30	Upgrade *2	1

*1 = The first Death Dauber has 5 HP *2 = The type of Upgrade will be determined at random.

SPHERE BREAK

In Luca, you can take up the challenge of the Sphere Break mini-game. Whereas you can only train in Chapters 1 and 2, a large tournament will take place in Chapter 3 where you can win a dressphere. To be able to train, you must first have completed the Luca mission Behind the Scenes. You must then talk to Rin in the Stadium – Basement B (Map 1-7).

In order to play Sphere Break, you will need four different types of Entry Coins. You can obtain these as follows:

- If you answer with "Tell me the rules!", you will receive 5 Helm Coins, 5 Zurvan Coins, 5 Coyote Coins and 5 Flan Coins, from the short masked employee in the Stadium – Basement B (Map 1-7).
- In order to receive 5 Reptile Coins, 5 Bird Coins, 5 Wasp Coins and 5 Ahriman Coins automatically at the beginning, participate in the Sphere Break Tournament.
- Enter the Youth League HQ while you're in Kilika Island in Chapter 5 in order to receive 2 Georapella Coins from the children – see page 191.
- Go to Bikanel Desert in order to dig for coins in the desert sand.

If you have gathered enough Coins, talk to people in Luca using ⊗. A few special rules apply to the Sphere Break Tournament, they will be clearly explained in the on-screen text at the start of the tournament.

The Board

The game takes place on a 4 x 4 board with a Core Sphere in the centre. The number shown on it is called the Core Number and ranges from 1 to 9. The four fields around the Core Sphere are reserved for the Entry Coins. Since the Entry Coins must be placed by the player, it follows that you will always need at least four coins in order to play Sphere Break. If you lose a match, you will also lose the Entry Coins you staked, though you can, of course, win new ones in the Sphere Brake matches. The Border Coins are the twelve outer fields. All coins are numbered from 1 to 9. Your objective is to combine these numbers in order to achieve multiples of the Core Numbers.

During the game the following details will appear on your screen:

- Sum: Shows the sum of the currently selected coin numbers.
- Break Multiples: Lists the next three multiples of the Core Number.

Your objective is to reach a sum which matches one of the Break Multiples.

Placing Coins

At the start of each turn, you must always select one of the four Entry Coins first. Coins already selected will spin, so it is easy to tell which coins are still available. Having selected your first coin, you are free to select the next coin on the board, i.e. either Entry Coins or Border Coins. If the selected combination or sum now matches one of the Break Multiples, this is called a Core Break which brings the round to an end. It is up to you how many coins you wish to use to get a Core Break – you will learn more about this later. Equally, you can use tactical knowledge to decide whether you want to go for a lower or higher Break Multiple.

The Border Coins that you staked will disappear once you achieve a Core Break but Entry Coins always remain on the board. The numbers of the remaining Border Coins will increase by one each.

Since there are no two-digit numbers, Border Coins with the number 9 also disappear at the end of the round, rather than changing to 10. After a few rounds, the gaps between the Border Coins will be filled up again with new coins. If the remaining coins are not sufficient for a Break Multiple or a Core Break, the game will be over instantly and you will have lost.

Winning and Losing

One match of Sphere Break consists of several fixed rounds. The information relevant for the rounds such as Turn number, Time and Quota will be displayed on the left-hand side of your screen. After each Core Break, the round will end. If the last round of a match ends, the game will be “Complete!”

To win a game you must have used up as many Border Coins as the Quota specifies within the prescribed number of rounds, and within the time limit. If, for example, the Quota is 20 and the Turn number 15, you must have staked at least 20 Border Coins in the course of 15 rounds. If you achieve the Quota before the maximum number of rounds is over, you have won the match. If you do not achieve the Quota, or you run out of time, you will lose. In the case of a defeat, you will also lose your four Entry Coins.

If the Quota is high and the number of available Turns is low, you should stake as many Border Coins as possible. Nevertheless, you should keep an eye on the number of remaining Border Coins, as if too many have disappeared after one round, you may not have enough to achieve a Core Break.

Entry Traits and Border Traits

All four Entry Coins not only have a certain gil value, they also possess an ability, or “trait”. These traits can also influence the outcome of the game. For this reason, you should study the following tables carefully to find out more about Entry Coins and their traits. However, Border Coins, too, come with traits. Please refer to the following tables to learn more.

Echoes

Using a technique called "Echoing", you can obtain bonus quota points, making winning high quota, low turn matches easier. There are two kinds of Echo, each of which must be initiated by selecting an Entry Coin with the relevant Echo trait. This Entry Coin must be the first one selected in the echo initiating round. By successfully echoing in consecutive rounds you can score an increasing number of bonus quota points. The types of Echo are: Coin Count Echo- The same number of coins must be used in successive rounds to achieve a Core Break. Multiplier Echo- Core Breaks must be achieved with the same Break Multiple in successive rounds, eg. if you initiated a Multiplier Echo in the previous round, in which the Core Number was 7, with a Core Break of 14 (2x7), in the next round the Core Break value must equal the new Core Number x2.

THE COINS

Coin	Coin Nr.	Trait	Location
Helm Coin	1	-	Bikanel Desert-Western Expanse and Southern Expanse, or listen to the explanation in Luca Stadium – Basement B (Map 1-7) (5 items)
Zurvan Coin	5	-	
Coyote Coin	3	Coin	
Flan Coin	2	Item	
Reptile Coin	3	-	Luca-Participate in the Sphere Break Tournament (5 items)
Bird Coin	5	-	
Wasp Coin	2	Item	
Ahriman Coin	6	Coin Count Echo	
Purpurea Coin	5	-	Bikanel Desert-Western Expanse and Southern Expanse
Zu Coin	3	Item	
Worm Coin	2	Coin	
Defender Coin	8	Multiplier Echo	
Phantom Coin	7	Coin	
Ruminant Coin	1	Item	
Drake Coin	4	Coin Count Echo	
Malboro Coin	3	Multiplier Echo	
Ogre Coin	4	Coin	
Elemental Coin	9	-	
Blade Coin	5	Coin Count Echo	
Behemoth Coin	7	Quota x2	
Chimera Coin	2	Item	
Coeurl Coin	5	Coin Count: 2	
Tomb Coin	1	-	
Iron Giant Coin	6	Multiplier Echo	
Kukulcan Coin	8	-	
Adamantoise Coin	3	Item	
Daeva Coin	9	Quota x2	
Ochu Coin	7	Gil x2	
Bomb Coin	1	Coin Count Echo	Bikanel Desert-Eastern Expanse and Northern Expanse
Magic Urn Coin	5	Gil x2	
Cactuar Coin	2	Coin	
Stalwart Coin	4	Multiplier Echo	
Fungus Coin	3	Coin	Bikanel Desert-Eastern Expanse and Northern Expanse
Pairika Coin	7	Coin Count Echo	
Tonberry Coin	4	Quota x2	
Dragon Coin	9	Gil x2	
Creeper Coin	3	Coin Count: 2	
Arachnid Coin	1	-	
Piranha Coin	6	Multiplier Echo	
Sahagin Coin	2	Coin Count Echo	
Haizhe Coin	5	Coin	Bikanel Desert-Central Expanse
Dinictus Coihn	1	Coin Count: 2	
Tentacles Coin	3	Coin Count Echo	
Ultima Weapon Coin	9	Quota x2	
Omega Weapon Coin	7	Quota x3	
Eater Coin	3	Rare Coin	
Hermit Coin	3	Quota x2	
Evrae Coin	2	Quota x3	
Gel Coin	3	-	
Azi Dahaka Coin	7	Rare Item	
Chocobo Coin	6	Coin	
Jumbo Cactuar Coin	5	Rare Item	-
Precepts Guard Coin	4	Quota x3	-
Georapella Coin	2	Quota x4	*1
Angra Mainyu Coin	3	Quota x4	-
Seymour Coin	9	Rare Item	-
Yuna Coin	9	Coin Count Echo	-
Rikku Coin	9	Coin Count Echo	-
Paine Coin	9	Multiplier Echo	-
Auron Coin	9	Quota x4	-
Lulu Coin	9	Rare Coin	-
Wakka Coin	9	Rare Item	-
Kimahri Coin	9	Coin Count Echo	-
???? Coin	9	Quota x5	-

*1 During Chapter 5 in Kilika Island from the children in the Youth League HQ (5 items)

ENTRY TRAITS

Entry Traits	Effect
Coin Count Echo	Coin Count Echo becomes possible
Coin Count: 2	If this Coin is selected first, the effect of + X Coins and – X Coins will be doubled
Coin	A Border Coin with the Coin trait appears
Gil x2	If this Coin is selected first, the effect of + X Coins and – X Coins will be doubled
Item	A Border Coin with the Item trait appears
Multiplier Echo	Multiplier Echo becomes possible
Quota x2	If this Coin is selected first, the Quota will be doubled depending on the amount of Border Coins used to make a Core Break
Quota x3	If this Coin is selected first, the Quota will be tripled depending on the amount of Border Coins used to make a Core Break
Quota x4	If this Coin is selected first, the Quota will be multiplied by four, depending on the amount of Border Coins used to make a Core Break
Quota x5	If this Coin is selected first, the Quota will be multiplied by five, depending on the amount of Border Coins used to make a Core Break
Rare Coin	A Border Coin with the Rare Coin trait will appear
Rare Item	A Border Coin with the Rare Item trait will appear

BORDER TRAITS

Border Trait	Feature
Item, Rare Item	You obtain one item or one rare item *1
Coin, Rare Coin	You obtain one Coin or one rare Coin
+X Coin *2	The number on the Entry Coin selected first is increased (X = 1 to 5)
- X Coin *2	The number on the Entry Coin selected first is reduced (X = 1 to 5)
+X Gil *2	The value in gil of the Entry Coin selected first is increased
- X Gil *2	The value in gil of the Entry Coin selected first is reduced

*1: If you are very patient, you can win the White Signet and Treasure Hunt Garment Grids in this way.
*2: The effects will disappear as soon as you lose the game.

Changes for the Sphere Break Tournament
A few special rules will be introduced for the Sphere Break Tournament taking place in Chapter 3. These are as follows:

- Only certain Entry Coins may be used:
  - Reptile Coin: No. 3 without Trait.
  - Bird Coin: No. 5. without Trait.
  - Wasp Coin: No. 2 with Item Trait.
  - Ahriman Coin: No. 6. with Coin Count Echo Trait.
- If you are defeated, you can still keep your Entry Coins.
- There are no Border Coins with - X Coins Trait .
- Each opponent can only be challenged once.

Entry Coins cannot be sold.

BLITZBALL

The ball is round, the water is blue, and the game lasts 5 minutes! Blitzball is Spira's popular underwater team sport. Whoever scores the most goals swims away with the spoils. You don't have to play blitzball to complete Final Fantasy X-2, but if you duck the blitzball experience, you'll be missing out on a whole lot of fun as well as a host of useful items and accessories.

You can play blitzball in Luca in Chapter 5. Elect to play the game as soon as you land, or drop in at the booth at Luca – Stadium Entrance (Map 1-5) any time you feel like a blitzball match. From there, you can directly access the Blitzball menu, and choose from four options: Train, Play Blitzball, Scout, Tutorial. The number at the top right of your screen shows your total Command Points, which are used when training or scouting.

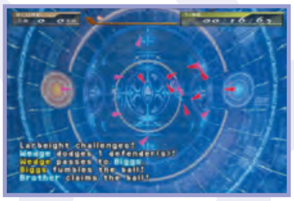
THE GAME

You can determine the camera perspective prior to the match. When the Default setting is selected, the in-game viewpoint will change automatically between Overhead Map (Fig. 1) and Visual (Fig. 2) (dynamic close-up), depending on the action. You can check the camera set-up before blitz-off. During the game, control the camera using the left analog stick or the directional buttons, and toggle the zoom by pressing ⊡ (not available in the Overhead Map view). Press ◎ to restore the default settings.

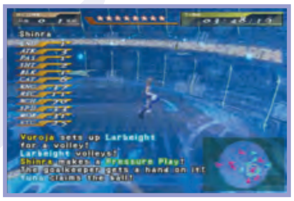
The team who will blitz-off will be determined randomly at the start of the match. The Gull Wings always play from right to left. This means that your score will always appear on the right-hand side of the scoreboard. The display on the bottom right of the screen provides a miniature overview of the action. The opposing team is represented by pink triangles, and the player in possession of the ball is marked by a white circle. In the Overhead Map mode, a schematic top-down view will be displayed, and the gameplay will be speeded up.

- Each team consists of seven outfield players and a goalkeeper.
- A match lasts for five minutes.
- There are three types of games: Spira League, Tournament and Exhibition Match.
- You are coach, captain and manager, all rolled into one.
- You cannot directly control the players during the game.

The players will behave in accordance with the tactics that you have chosen for them. When the player with the ball encounters an opponent, a challenge will follow. Each player's attributes will determine who wins the ball during an encounter, or even whether or not an injury occurs. The players will pass and shoot the ball automatically. If an opponent is standing between thrower and catcher he can intercept the pass. But there's no guarantee that the would-be catcher will manage to hold onto the ball. If a player fumbles a pass, the nearest player will catch it.


Larbeight challenges!
Wedge dodges 1 defender(s)!
Wedge passes to Biggs.
Biggs fumbles the ball!
Brother claims the ball!

01



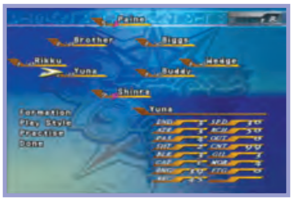
Vuroja sets up Larbeight for a volley!
Larbeight volleys!
Shinra makes a Pressure Play!
The goalkeeper gets a hand on it!
Yuna claims the ball!

02

Changing Tactics
Press ⊛ to change the Formation or Play Style during a match (see Training for more details). The relevant menu will pop up when a goal has been scored. You can also select "Substitute Players" to replace a player or to switch their position.

Adrenaline Level
Press L1 and R1 to control the Adrenaline meter at the top of the screen. The more stars shown, the higher the Gull Wings' Adrenaline level. This increases your team's chances of Pressure Play when making passes and tackling, as well as when catching passes and shots. If you reach the maximum of nine stars, your chances will increase to 60%. During Pressure Play the relevant attributes will temporarily increase by 300%. Sounds too good to be true? Naturally, there's always a catch. The disadvantage, in this case, is that the team's MOR (Morale) level will fall by the number of stars shown, and the FTG (Fatigue) level will increase accordingly.

TRAINING



03

If you intend to win a game with the Gull Wings, you must use training to boost players' attributes. Open the Train menu and move the cursor up to the players' names (Fig 3). Their attributes will be displayed on the right-hand side:

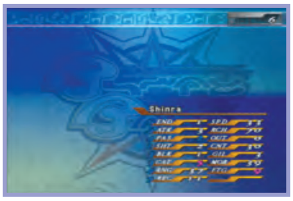
END: (Endurance)
The ability of the player in possession of the ball to withstand an opponent's tackle.
ATK: (Attack)
The ability of a player to steal the ball from the opponent with a tackle.
PAS: (Pass)
The accuracy with which a pass is aimed at a team-mate.
SHT: (Shot)
Accuracy when shooting at goal.
BLK: (Block)
The ability to block an opponent's passes and shots.
CAT: (Catch)
The goalkeeper's catching skills.
RNG: (Range)
The range of a player's shots and passes.
REC: (Receive)
The ability to receive a team member's passes.
SPD: (Speed)
A player's speed of movement.
RCH: (Reach)
The range of defensive coverage.
OUT: (Out)
The number of games during which players are out of action through injury. They can only play again or participate in training if this number is 0.
CNT: (Contract)
The number of matches a player is contracted to play. This attribute drops by 1 per game.
GIL: (Gil)
Number of Command Points needed to purchase a 10 game contract.
MOR: (Morale)
The chance of executing special shots.
FTG: (Fatigue)
The chances of a player suffering injury and/or making errors.

The eight attributes shown in the left-hand column can all be trained up. To the left of the attributes you will see biorhythm values that indicate how many Command Points can be allocated to the training of a specific attribute without overstraining the player. Points which exceed the maximum biorhythm values will directly increase FTG. The player may even get injured during training and have to sit out a number of games.

You will notice two grey numbers next to the players' names. The first number indicates the chosen training method, the second one shows the allocated Command Points. Press ⊗ to select a Training Command. At the beginning there will only be twelve to choose from, but more will be added later.

TRAINING COMMANDS

No.	Command	Raises	Lowers	Comments
1	Downtime	-	FTG	-
2	Iron Man	END	BLK	-
3	Sandbagging	ATK	CAT	-
4	Passing	PAS	END	-
5	Shooting	SHT	REC	-
6	Blocking	BLK	RNG	-
7	Goalkeeper	CAT	PAS	-
8	Receiving	REC	SHT	-
9	Throwing Arm	RNG	ATK	-
10	Pep Talk	MOR	-	Chance of raising MOR to the maximum value
11	Counselling	Special	-	The biorhythm limit is increased slowly to the maximum value with the benefit of New Age Counselling
12	Teamwork	Special	-	Increases the probability of two specific players employing combinations to build trust and co-operation
13	Scrimmage	Special	-	Randomly increases one of the eight attributes (high increase)
14	Hot Spring	-	FTG	Significantly stronger effect than Downtime
15	Defender	ATK, BLK, CAT	PAS, SHT	Special training, affecting several attributes simultaneously
16	Midfielder	PAS, BLK, RNG, REC	END, ATK, SHT, CAT	Special training, affecting several attributes simultaneously
17	Forward	END, SHT	ATK, PAS, BLK, CAT	Special training, affecting several attributes simultaneously
-	Intensive Care	-	OUT	Injured players only. The OUT attribute can be lowered



04

Practice
Decide how many Command Points will be allocated to training (0 to 9). Now select Practice from the menu to start training. The player names and attributes will be displayed. An increased attribute will be highlighted in pink, a decreased attribute will be highlighted in blue (Fig. 4). If there is no change, it means that you have not expended enough Command Points. After each training session, make sure to check the biorhythm levels.

Formation and Play Style
You can determine the Formation and the Play Style for the next match in the Train menu. Each formation is depicted using three numbers. The default setting is 4-2-1. The first number indicates how many defenders there are, the second - midfielders, and the third - forwards. As the position of the goalkeeper is always the same, it is not shown.
You can see how the positions of the players change as you select the various formations. The forward, (Paine), is at the top at the beginning, and the goalkeeper (Shinra, or "butterfingers", as you will come to think of him!) is at the bottom.

The opponents line up in the following formations:
Luca Goers: 4-2-1
Kilika Beasts: 4-1-2
Al Bhed Psyches: 2-2-3
Ronso Fangs: 4-1-2
Guado Glories: 3-1-3
Besaid Aurochs: 3-2-2
Zanarkand Abes: 2-2-3

Once you have selected your team's Formation, you can manually switch the positions of the players. Select the first player's name by pressing ⊗, and then select a second player to swap their positions. Make sure you choose a Play Style which matches your Formation. You have the following options:

- **Centre Attack**
Default setting. A combination of short passes and dribbling. Recommended for 4-2-1 and 3-2-2.
- **Right Side / Left Side**
Use aggressive dribbling tactics to storm up either the right or left flank. Recommended for 2-4-1 and 3-3-1.
- **Post Play**
The midfield approaches the goal and spreads out. Passes tend to be played directly to the forwards. Recommended for 3-1-3 and 2-2-3.
- **Short Pass**
Concentrates on short, quick passing to take advantage of a "leaky" defence. Increases the probability for double pass combinations. Recommended for 4-1-2 and 3-2-2.
- **Long Feed**
The defence holds on to the ball to lure the opponent towards them. The midfield moves forward and waits for long passes. Recommended for 4-2-1 and 3-3-1.

PLAY BLITZBALL

There are three competition modes for the Gull Wings to participate in. However, the Tournament option may not always be available.

Exhibition Match: Exhibitions are friendly matches. You select one of the five opposing teams to play against.
Tournament: A "knockout" tournament involving six teams. The match selection is determined at random, and two teams are suspended in the first round. If the score is tied at full-time, the match will go into overtime and will end when a "golden" goal is scored.
Spira League: Six teams battle it out in a league. Each team plays all the other teams twice. Teams will earn 3 points for a win, 1 point for a draw and 0 points for a defeat. The team with the highest number of points after ten victories wins.

Prizes
You can win many different prizes playing blitzball. These include items and accessories as well as new blitzball features. In Exhibition mode, the winner will be awarded two of the following items at random: X-Potion, Mega-Potion, Ether or Mega Phoenix. Playing in Tournaments or in the Spira League can be much more lucrative. One of the following prizes will be awarded at random:

1st Place / Top Scorer	2nd Place	3rd Place
Crystal Bangle	Mythril Bangle	X-Potion x2
Rune Bracer	Gold Bracer	Mega-Potion x2
Moon Bracer	Power Gloves	Ether x2
Shining Bracer	Diamond Gloves	Turbo Ether
Star Bracer	Pixie Dust	Mega Phoenix x2
Recovery Bracer	Mystery Veil	Mythril Bangle
Sprint Shoes	Crimson Ring	Hyper Wrist
Charm Bangle	Snow Ring	Diamond Gloves
Gold Hairpin	Ochre Ring	Talisman
AP Egg	Cerulean Ring	Mystery Veil

Special Prizes
Apart from the normal prizes there is a 20% probability that you will obtain a very special prize (see table).

Special Prizes	1st Place	2nd Place	3rd Place	Notes
Play the Zanarkand Abes	Yes*1	No	No	An Exhibition Match is possible against the Zanarkand Abes
Play the Besaid Aurochs	No	Yes*2	No	An Exhibition Match is possible against the Besaid Aurochs
Trade Privileges	No	Yes	No	Possible to exchange players with another team
New Training Command	No	Yes	No	Additional training method is available
Besaid Waterfall Workout	No	No	Yes	One player is able to learn the special technique Overhead Volley
Kilika Stairway Workout	No	No	Yes	One player is able to learn the special technique Corkscrew Shot
Intensive Training	Yes	Yes	Yes	The maximum value of one of a player's attributes is increased by 100%

*1: Only if you have seen the Tidus sequence and have selected New Game Plus (you only have a 10% chance of receiving this prize).
*2: Only if you have seen Beclem's special shot in Chapter 5 (you only have a 10% chance of receiving this prize).

Special Training
•**Intensive Training** can be used to enhance each of the eight attributes. The maximum value of the attribute will be increased by 100%. To achieve this, the player must leave the team and intensively train up the specific attribute. You must then search for him using the correct Scout Level and agree on a contract. He will appear in the Scout menu after twelve rounds. A player can only undergo this intense training routine once. The upper limit of END, ATK, PAS, SHT, BLK and CAT is 99, that of RNG and REC is 255.

•**Besaid Waterfall Workout**: One player will learn the Overhead Volley special technique, which results in a rebound being shot directly at goal. The SHT attribute is increased by 50%, and the rebound shot cannot be intercepted by a tackle.

•**Kilika Stairway Workout**: One player will learn the Corkscrew Shot special technique. The SHT attribute is increased by 50%, and the shot cannot be intercepted.

SCOUT

Use the Scout menu to recruit new players. There are 35 "free" players who are not under contract, making seven players at every Scout Level. Each talent search costs 10 Command Points and no more than four players will appear. At the start you can only recruit Level 1 players, but if you are successful at blitzball, you can scout for better players. At Team Level 5 the Scout Level will climb to 2, at 10 to 3 and at 20 to 4. You will not achieve the maximum Scout Level until Team Level 30, after you have won at least 58 games.

Select a player by pressing ⊗ to sign them up as a Gull Wing. The stars next to the attributes indicate that the player has mastered a special technique. There are eight players in the Gull Wings blitzball team at the beginning. No more than twelve players can be members of the Gull Wings blitzball team at any one time. Once you have reached this limit, you will have to release players to make room for any new additions to the team. If you wish to reinstate a player later on, you can find the original Gull Wings by searching in Scout Level 1.

INFO AND TIPS

If you wish to be a successful blitzball manager, please note the following points:

Fatigue is the Enemy of Success
A high FTG (Fatigue) level can have serious consequences:
- The player is more likely to be injured by opponents' attacks during a game, or during training.
- The player is less likely to catch passes.
- The goalkeeper is more likely to fumble the ball.

Out: Injured Players
Players can be injured by tackles or by excessive training. This will have the following negative effects:

- Training: Only Downtime and Intensive Care are possible.
- The player cannot be one of the starting lineup in a game.
- The player cannot take part in the game.
- As long as the OUT attribute is shown, the player will remain injured.
- You can release him or her using the Scout menu, and reinstate him or her later when healthy.

Combinations
Combinations which depend on Teamwork include double passes or volley shots which cannot be intercepted by an opponent's tackle.

New Command Points
You will receive Command Points after each game, depending on the result and the Gull Wings Team Level:

Result	Command Points
Won	Team Level x 20 + 30
Draw	Team Level x 10 + 20
Lost	Team Level x 5 + 15

However, you will also receive Command Points when you exit the Blitzball menu: a point every ten seconds. At the start there are no more than 100 possible Command Points, but the upper limit increases with the Team Level. The maximum is: Team-Level x 20 + 80.

Team Level
The level rises if the number of games that your team has won is twice the amount of the team level.

Tips
1. It takes a lot of time and effort to train the original Gull Wings. Not all of them are the best possible players at their chosen position, and that's if we're being nice about it. An ungenerous soul, on the other hand, might refer to them as being "even worse than the Aurochs before they won a game". Therefore, you would be better off investing in capable new talent:

Scout Level 1:
- Shu: END and SHT are high, and he has mastered the Overhead Volley. A fine forward.
- Ropp: High ATK and BLK attributes make him a quality defender.

Scout Level 3:
- Shaami: Has mastered the Corkscrew Shot.

Scout Level 4:
- Kwinn: A born goalkeeper.

Scout Level MAX
- Yuyui: The perfect player; Lucil comes a close second.

2. To collect points quickly, play against the Kilika Beasts as often as possible in Exhibition mode, as they are the weakest opponents.

3. Use the Default Camera Mode. The game will progress quickly until there are tackles or shots, when you should quickly crank up the Adrenaline level.

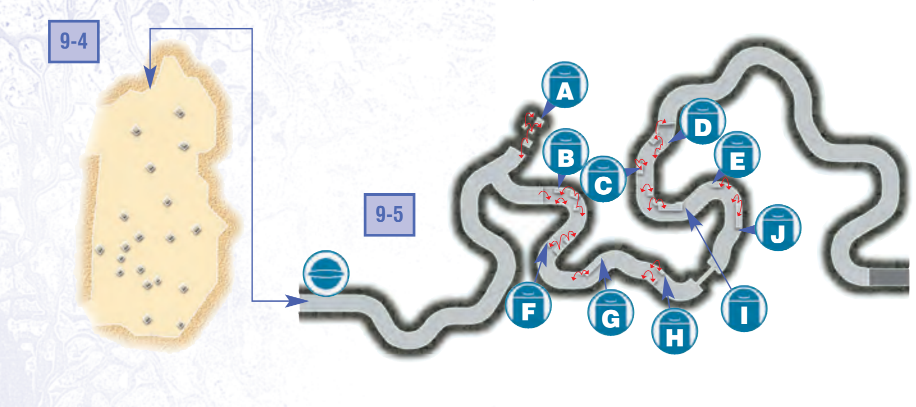
4. During training you should first train up the goalkeeper's CAT attribute. Especially if your goalkeeper is Shinra! You should then study each team member's stats to determine which attributes need working on, bearing in mind their position. SHT and CAT do not have any effect on midfield and defensive positions. Concentrate on training up the forward's Iron Man, Shooting and Receiving attributes. The goalkeeper's RNG and PAS attributes should also be worked on.

5. Make use of the Trade function as soon as you have won the Trade Privileges prize. This is only possible for the Aurochs and Abes if you have unlocked the teams and beaten them in Exhibition. We would recommend the following players:

Team	Player
Luca Goers	Bickson, Abus
Kilika Beasts	Vuroja
Al Bhed Psyches	Eigaar, Blappa, Nomma
Ronso Fangs	Basik Ronso
Guado Glories	Auda Guado
Besaid Aurochs	Beclem, Wakka
Zanarkand Abes	Star Player, Cetan

6. Please note that you can interrupt ongoing Tournaments and Spira League games to save your game in Luca. You should save your game before the prizes for the new season or next Tournament are announced, i.e. prior to the tenth game of the season. A new Tournament will begin as soon as you open the Blitzball menu for the fifth time. If you're not happy with the results, just reload your game from the last save point.

CACTUAR CONNECTION



KEY

	Chapter	Item	Qty.
A	5	Ether	1
B	5	Faerie Earrings	1
C	5	Beaded Brooch	1
D	5	Phoenix Down	1
E	5	Ether	1
F	5	Mega Phoenix	1
G	5	Hi-Potion	1
H	5	Megalixir	1
I	5	Mute Shock	1
J	5	Twist Headband	1

Once the The Cactuar Connection mission in Chapter 3 or 5 is underway, you can attend to this task.

Your objective is to find and defeat the ten Gatekeepers who are hiding around Spira. To do so, track down the Cactuars in the order outlined below and talk to them by pressing ⊗.

Order	Cactuar	Location	Comments	HP	Strength	Agility	Difficulty
1	Lobivia	Bikanel Desert, Oasis (Map 9-3)	You can't miss it	10	3	2	1
2	Toumeya	Besaid Island, Beach (Map 4-1)	In the small bay which can only be reached by climbing / jumping	10	3	3	1
3	Lobeira	Guadosalam, Hidden Passageway (Map 7-9)	In the chest in Leblanc's hiding place close to the Save Sphere	12	7	2	2
4 and 5	Areq & Arroja	Calm Lands, Bridge (Map 18-6)	The two Cactuars are riding on a Chocobo	16	6	4	4
6	Islaya	Thunder Plains, North (Map 13-5)	By the northern Cactuar monument stone (at the top of the guide map)	12	6	5	5
7	Chiapa	Kilika Island, Residential Area (Map 6-2)	Climb up the tree overhanging the river in Kilika Woods (see page 69)	9	6	4	3
8	Erio	Mt. Gagazet, Prominence (Map 10-3)	On the edge of the cliff	15	8	5	5
9	Bartschella	Kilika Island, Dona's House (Map 6-3)	At the foot of the stairs	12	8	5	4
10	Frailea *	Bikanel Desert, Cactuar Hollow (Map 9-5)	At the end of the passageway	10	6	3	2

In the fight against Lobeira and Bartschella two chests and two vases containing items will appear alongside each Gatekeeper.
* Gatekeeper Frailea and his two companions look very similar, but Frailea's mouth is different.

When you find one of the Gatekeepers, a special game screen will be displayed. Your opponent and his or her friends will be on the left side of the screen, and Yuna will be on the right. Your objective is to shoot the Gatekeeper at precisely the right moment by pressing ⊗. Each hit will cost the Cactuar 1 HP and add 100 to your score. Your gun is able to fire 25 shots.

If you hit the target twice in a row this will count as a Chain, so the usual 100 points will be doubled. It is possible to collect 10 Chain points in total. The Gatekeeper will occasionally dodge your shots (depending on their Agility) and fire back with spikes. Press R1 to dodge their prickly volleys. (Tip: keep R1 pressed down after your shot.) If you are hit, you will lose a quantity of ammunition equal to your opponent's Strength.

After your victory, you will receive more bonus points:
Win bonus: +1000 points
Remaining ammo: +200 points per shot
Dodges: -50 points for every evasive manoeuvre
Times needled: -100 point every time you hit your opponent
Misses: -100 points each time

Whether or not you win the game, the Gatekeeper will co-operate with you when it finishes, so take it straight back to its mother in the Cactuar Nation before you start looking for the next Gatekeeper.

Once you have found the first nine Gatekeepers, go back to Marnela and answer her with "We'll look for him". A new mission, The Last Cactuar, will start. Enter Cactuar Hollow and continue along the passageway until you reach the Passage of Sand (Map 9-5). You must run through the area in 60 seconds and open all treasure chests if possible. If you run out of time, you will get the chance to start again. Keep going down the passageway until you find Frailea. The boss, Jumbo Cactuar will confront you with his two Cactuar sidekicks. Defeat them all in order to receive the Covenant of Growth Garment Grid. You can challenge all the Cactuar Nation Gatekeepers again once you have achieved Mission Complete! in Bikanel Desert.

JUMBO CACTUAR

Location	Bikanel Desert, Via Infinito*

Oversoul	✓	Class	Cactuar	Chapters	1	2	3	4	**5**	Level	42 (50)	HP	22222 (33333)	MP	1111 (1111)

Strength	73 (73)	Defence	4 (4)	Magic	74 (74)	Magic Def.	4 (4)	Fire	-	Lightning	-	Gravity	IMM
Agility	254 (85)	Luck	7 (9)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	100% (100%)	Normal	Stamina Tonic x1 (Stamina Tonic x3)	**Bribe**	Normal	-
Gil	0 (0)	Rare	Stamina Tonic x2 (Stamina Tonic x5)		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Zantetsu (78%)

Drop	Normal	Stamina Tonic x1 (Rabite's Foot x1)	EXP	AP	Gil
100% (100%)	Rare	Rabite's Foot x1 (Rabite's Foot x1)	0 (0)	10 (15)	0 (0)

* only if Jumbo Cactuar has been defeated in Bikanel Desert

DETECTIVE RIN

During Chapter 3, place a CommSphere in the Mi'ihen Highroad at Agency, Front (Map 16-4), and select it in Chapter 4 in order to start this secondary task.

After you have accessed the CommSphere, Rin will come out of the Travel Agency and talk about the mysterious incidents on the Mi'ihen Highroad. Offer your help to start the Detective Rin mission.

In Chapters 1 to 3 you will have had the opportunity to watch numerous scenes containing clues to help solve the mystery. You can now gather additional evidence. The case will be solved on the basis of the evidence gathered.

Provided that you witnessed Shinra dropping a CommSphere in Newroad, North (Map 16-7), in Chapter 3, by visiting this location after completing the Machina Mayhem! secondary mission, there will now be eight special CommSpheres at your disposal. If you did not see the scene, only the seven that Rin installed will be available. Use them to search for clues. Select one and access it by pressing ⊗.
1: Travel Agency, Front.
2: Travel Agency, Back.
3: Ruins - Near the ruin in the south.
4: Newroad - Next to the Newroad bridge.
5: Hover Crash Site - Near the Save Sphere in Oldroad, South.
6: Oldroad Interior - At the southern end of the Oldroad.
7: Shinra's CommSphere - On a ledge in Oldroad, North.
8: Highroad North Entrance.

When using the CommSpheres, you will witness a number of interesting incidents. If you press ◎ when you see something suspicious, Rin will come running, inspect the scene, and note it as evidence.

The following candidates are under suspicion: Rikku, Calli, Chocobo Eater, Prophet and Rin himself. The following table lists how many pieces of evidence are required to increase the investigation level for each of the possible culprits. You should have reached level 3 with your chosen suspect, before you complete Chapter 4.

As you amass evidence, your investigation level will increase to a maximum of 3, at which point Rin will thank you for your assistance and continue his investigations alone.

Level	Rikku	Calli	Chocobo Eater	Prophet
1	2	3	3	3
2	2	3	3	4
3	2	3	2	3

It is not possible to collect the required amount of evidence against all of the suspects, only for one of them. For example, if you have collected 2 pieces of evidence against Rikku, your investigation will automatically advance to level 2, even if you have not found a single shred of evidence against any of the others.

COLLECTING EVIDENCE IN CHAPTERS 1 TO 5

		Pieces of Evidence for			
Chapter	Content	Rikku	Calli	Chocobo Eater	Prophet
1 to 3	Take the Hover to get from the North End (Map 16-8) to the Travel Agency to witness the scene in which the Hover crashes	-	3	-	2
1	Approach the little Chocobo Eater in Oldroad, North (Map 16-9)	-	-	6	-
2	Fulfil Rikku's Offender Conditions 1 and 2	6	-	-	-
2	Talk to Prophet in North End (Map 16-8) during the mission Cuckoo for Chocobos!	-	-	-	2
2	Fulfil Calli's Offender Conditions 1 and 2	-	3	-	-
3	Enter the Mi'ihen Highroad from Mushroom Rock (Map 15-1) for the first time and see Prophet running away	-	-	-	2

COLLECTING EVIDENCE IN CHAPTER 4

					Pieces of Evidence for			
Level	Proof	Comm-Sphere	Content	Condition / Comments	Rikku	Calli	Chocobo Eater	Prophet
1	1-A	2	The Chocobo Eater looks at the control panel	-	-	-	4	-
1	1-B	3	The machine walks and Rin sees its footprint	Rikku's Offender Condition 1 must be fulfilled	6	-	-	-
1	1-C	4	An assistant comes to Prophet. Call Rin, and Prophet will run away	Call Rin during Rin 1-I and obtain evidence	-	-	-	4
1	1-D	4	There are people on the bridge. Rin finds a dent which suggests that something has fallen down	Always occurs	6	4	4	4
1	1-E	5	A Chocobo feather falls down	Call Rin during 1-F and obtain proof. Or: Calli's Offender Conditions 1 and 2 not fulfilled	-	4	-	-
1	1-F	6	Calli looks for something	Calli's Offender Conditions 1 and 2 not fulfilled	-	4	-	-
1	1-G	7	Rin and an Al Bhed woman watch a small machine	-	-	-	-	-
1	1-H	8	Prophet complains to the Chocobo Eater	Call Rin during 1-A and obtain evidence. (No longer possible once Rin has been called during 1-C and evidence obtained.)	-	-	4	-
1	1-I	8	Prophet's assistant talks to an Al Bhed	-	-	-	-	4
2	2-A	1	Rin gives Calli the feather which he found at the Hover crash site	Calli's Offender Conditions 1 and 2 fulfilled and evidence 1-E obtained	-	4	-	-
2	2-B	1	The Chocobo Eater chases after a bird	-	-	-	4	-
2	2-C	2	Prophet's assistant walks around the control panel. If Rin is called, the assistant will run away	-	-	-	-	3
2	2-D	2	Calli watches the assistant who is standing at the control panel	Calli's Offender Conditions 1 and 2 fulfilled and Rin not called at 2-C. (No longer possible once Rin has been called during 2-C and evidence obtained.)	-	4	-	-
2	2-E	2	The Al Bhed who talked to Prophet turns on a machine	-	-	-	-	3
2	2-F	3	Prophet and an Al Bhed negotiate in the ruin	No longer possible as soon as 2-E has started	-	-	-	3
2	2-G	4	The Chocobo Eater runs after the Hover	-	-	-	4	-
2	2-H	5	Several machina gather near the crashed Hover. Rin finds an injured man	Always occurs	6	4	4	3
2	2-I	5	Prophet hides something near the crashed Hover	Call Rin during 2-J and obtain evidence	-	-	-	3
2	2-J	6	Prophet negotiates with two seated men	Call Rin during 2-F and obtain evidence	-	-	-	3
2	2-K	7	Rin finds a footprint	Jumped down to the three Machina Rangers to participate in combat during Machina Mayhem mission in Newroad, North (Map 16-7) (see page 179)	6	-	-	-
2	2-L	8	Prophet negotiates with a woman	Call Rin during 2-F and obtain evidence	-	-	-	3
2	2-M	8	Prophet ponders and then goes to the ruin	Call Rin during 2-L and obtain evidence	-	-	-	3
2	2-N	8	Rin finds the chest hidden by Prophet	Call Rin during 2-M and obtain evidence. Then call Rin again without changing CommSphere	-	-	-	3
3	3-A	1	Rin says that he has learned something from the injured man	Call Rin during 2-H and obtain proof	6	4	6	4
3	3-B	2	A man repairs the roof. If Rin is called he will fall on the machine	-	6	-	-	-
3	3-C	3	Rin talks to Prophet's assistant	Call Rin during 3-I and obtain proof		4	-	-
3	3-D	4	Rin does something to the Hover which can be seen in the distance	Call Rin during 3-G and obtain proof. No longer possible if you called Rin in other places after 3-G	-	-	-	-
3	3-E	4	Calli tries to conceal something	Calli's Offender Conditions 1 and 2 fulfilled	-	4	-	-
3	3-F	5	Rin finds a dent on the crashed Hover which suggests that the Hover was subjected to a strong impact	-	-	-	6	-
3	3-G	5	The picture turns black after a short time	-	-	-	-	-
3	3-H	6	Rin is questioning the two seated men	-	-	-	-	4
3	3-I	8	Prophet talking with his assistant. If Rin is called, the assistant will go away quickly	-	-	-	-	4

CONDITIONS TO PROVE THAT THE SUSPECT IS THE OFFENDER

To prove that a suspect is the offender, you must collect at least seventeen pieces of evidence that incriminate them. In addition, the following conditions must be fulfilled (please refer to the table on the right). If the required conditions are not fulfilled for a particular suspect, the case will not be solved, irrespective of the evidence that you have collected.

Suspect	Conditions
Rikku	1. Witnessed the scene in which Rikku jumps off the tower in the Cuckoo for Chocobos!* mission 2. Completed the Cuckoo for Chocobos!* mission successfully so that Calli rode on the Chocobo 3. Found evidence 1-B
Calli	1. Finished the Cuckoo for Chocobos!* mission but Calli did not ride on the Chocobo 2. Finished Chapter 2 without taking Calli to the Celsius 3. Found evidence 1-E and 1-F
Chocobo Eater	1. Obtained evidence 1-D 2. Obtained evidence 2-B or 2-G
Prophet	1. Found evidence 2-F (see evidence table)
Rin	1. Talk to the Al Bhed woman, who controls all Machina, in Central (Map 16-3) during Chapter 1 2. Enter the Agency (Map 16-5), during Chapter 2, after the Cuckoo for Chocobos! mission, and see Rin leaving 3. During the Machina Mayhem mission in Chapter 3, destroy seven or more machines and successfully complete the mission at which point, you will see Rin in the background 4. After the Machina Mayhem mission in Chapter 3, go to Newroad, North (Map 16-7) and meet Shinra 5. During the Detective Rin event, in Chapter 4, watch scene 1-G and call Rin at the same time 6. During the Detective Rin event, watch scene 3-G and call Rin during 3-D 7. Conditions 1 to 6 are met. Now repeatedly call Rin from a place in which nothing is happening until he stops coming

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* You can find out everything you need to know about the Cuckoo for Chocobos! mission on the Mi'ihen Highroad in Chapter 2 on page 170.

The reward for your diligent detective work will depend on who turned out to be the culprit (also see page 191 for details):

- If you can prove that Rikku is the culprit, you will obtain the Ragnarok and "Episode Complete!" will follow in Chapter 5.
- If you can prove that Calli is the culprit, "Episode Complete!" will follow in Chapter 5.
- If you can prove that the Chocobo Eater is the culprit, "Episode Complete!" will follow in Chapter 5.
- If you can prove that Prophet is the culprit, "Episode Complete!" will follow in Chapter 5.
- If your can prove that Rin is the culprit, you will obtain Gippal's Sphere and "Episode Complete!" will follow in Chapter 5.
- If you are unable to solve the case, you will still receive Ether and "Episode Complete!" will follow in Chapter 5.
- If you manage to obtain proof 2-N, you can open Prophet's chest in the Travel Agency (Map 16-5) and obtain two X-Potions.

If you finish Chapter 4 without having started this task and without having collected items of proof, you will only be able to finish the Mi'ihen Highroad mission in Chapter 5 with "Episode Concluded" rather than the desired "Episode Complete!"

FIEND COLONY

Only possible in Chapter 5. You must have dispatched a level 4 or 5 Chocobo to the Mi'ihen Highroad from Clasko's Chocobo Ranch in the Calm Lands.

After the Chocobo has returned to the ranch, the entrance to a cave will open up in the Oldroad, South area of the Mi'ihen Highroad (Map 16-10) (see page 158). You can tell whether a wall is weak enough to knock down by looking for Yuna's dress fluttering in the slight breeze. The walls consist of 3 different degrees of hardness: Hard (hardness 25), Normal (hardness 10) and Soft (hardness 5).

Press ⊡ to access a menu from which you can select different bombs: S-Bomb (Strength 1), M-Bomb (Strength 2) or L-Bomb (Strength 3). For example, to destroy a soft wall, you will need five S-Bombs or one M-Bomb and one L-Bomb. These "hardness" points will not be displayed in the game. However, there will be clues to the remaining strength of a particular wall:

81-100%:	Nothing
61-80%:	A small hole can be seen
41-60%:	A large crack in the wall
21-40%:	A little more, and it'll be done
1-20%:	Just a little more

If you use a bomb in the wrong place, items, gil or fiends may randomly appear, or nothing at all may happen. If you place too many bombs in the wrong locations, the entrance will be blocked. The entrance will then be equivalent to a wall of hardness 25.

At the north end of the cave, the boss King VERMIN! is waiting to welcome you to his cosy lair. You will receive the Font of Power Garment Grid as your reward. He can absorb Fire attacks and is immune to most status changes. The fiend also likes to use Fire attacks against his opponents, so be sure to protect your party with suitable Garment Grids and accessories.

KING VERMIN!

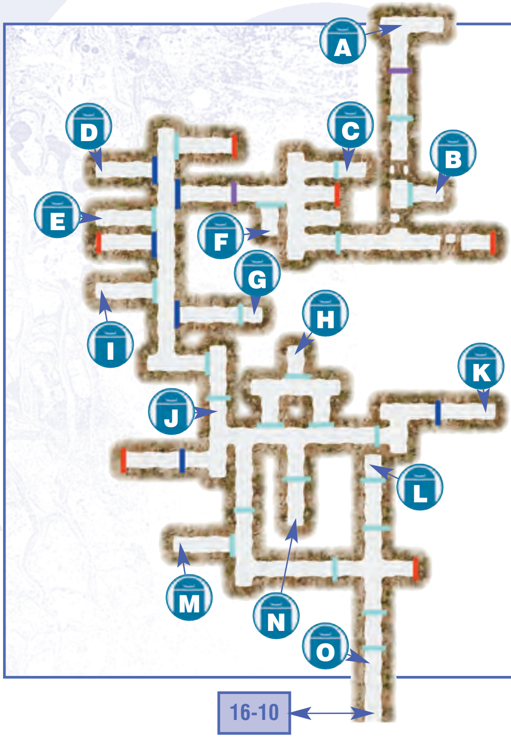
Location	Fiend Colony, Via Infinito*														
Oversoul	✓	Class	Vermin	Chapters	1	2	3	4	5	Level	54 (58)	HP	39857 (41850)	MP	872 (872)
Strength	46 (48)	Defence	88 (88)	Magic	46 (46)	Magic Def.	60 (60)	Fire	ABS	Lightning	-	Gravity	IMM		
Agility	133 (173)	Luck	1 (1)	Evasion	8 (13)	Accuracy	0 (0)	Ice	-	Water	-	Holy	(ABS)		

Steal	50% (100%)	Normal	Turbo Ether x1 (Turbo Ether x2)	**Bribe**	Normal	Turbo Ether x80 (Elixir x24)
Gil	2000 (3000)	Rare	Turbo Ether x2 (Turbo Ether x2)		Rare	Turbo Ether x99 (Elixir x30)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Doom, Delay, %-Damage
	Resistance:	Zantetsu (24%)

Drop	Normal	Power Gloves x1 (Champion Belt x1)	EXP	AP	Gil
100% (100%)	Rare	Power Gloves x1 (Champion Belt x1)	5000 (7200)	1 (2)	3500 (3800)

* only if King VERMIN! has been defeated in Fiend Colony



▨ **Hard wall (hardness 25)**

▨ **Normal wall (hardness 10)**

▨ **Soft wall (hardness 5)**

▨ **An Epitaph monster is lurking behind the wall**

KEY

	Item	Qty.
A	Boss King VERMIN!	1
B	Arcane Lore	1
C	Turbo Ether	1
D	Elixir	1
E	Mega Phoenix	1
F	Sword Tome	1
G	Elixir	1
H	White Tome	1
I	Chest with opponent	1
J	Empty chest	1
K	Elixir	1
L	Mega Phoenix	1
M	Black Tome	1
N	Chest with opponent	1
O	S-Bomb	1

NEW CAVE

Return to the Thunder Plains after achieving "Episode Complete!". The green square on the guide map in the North region (Map 13-5) will guide you to the entrance to the New Cave.

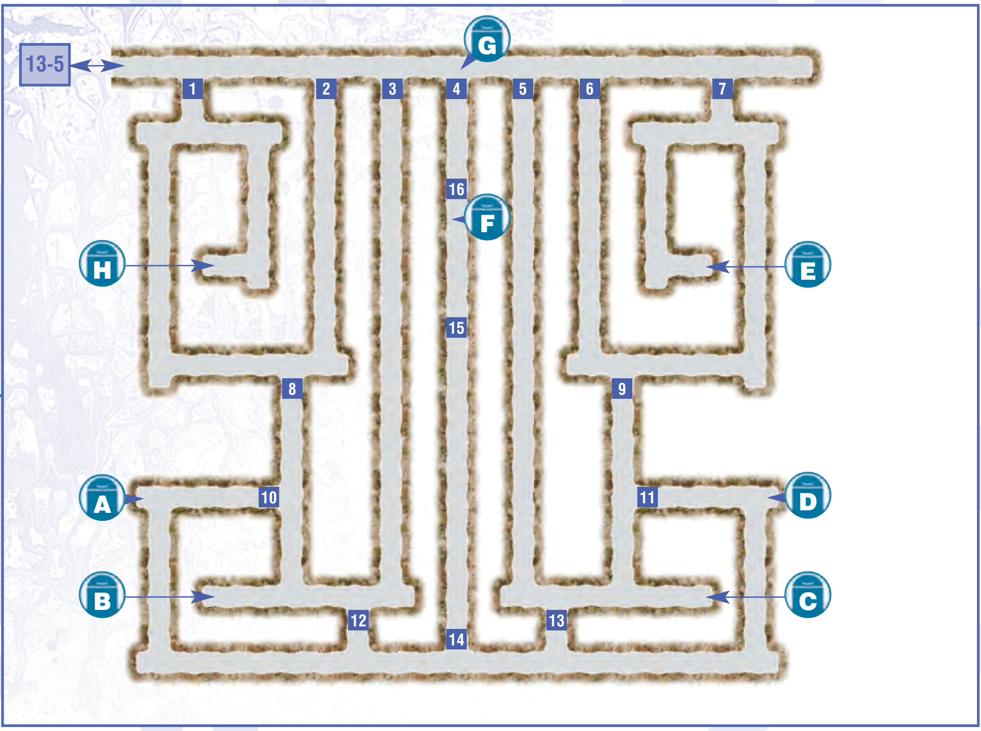
In the New Cave some walls are numbered from 1 to 16. They can be opened in a certain order. The relevant explanations (including a detailed tutorial) are hidden in the two chests near the entrance. The next wall to be opened will be indicated on the guide map by a red arrow.

If you examine the relevant wall by pressing ⊗, two numbers will be displayed on the top left of your screen: the number of the current wall in yellow and the Key Number 1 in white. On the bottom right the number of the next wall will appear in yellow and its Key Number 2 in white. In order to open the wall, its Key Number 1 (top left, white) must be added to the Key Number 2 of the wall displayed before, on the bottom right. Unfortunately, it is not always as simple as that to find out the complete Key Number: sometimes it will depend on the number of battles that you have fought since entering the cave, or the balance of your gil account. You can press ⊡ to display the Key Number of the last wall, though this can only be done three times per wall, so make sure you take plenty of notes!

After you have opened a wall, two chests will appear. One of them will contain useful items or even open the next wall, while the other chest will be empty. Sadly, as soon as you have opened one of the chests, the other one will disappear.

Having opened all 16 walls, leave the cave. If you return later, all walls will be closed again. Now open all the walls once more in order to receive the Force of Nature accessory.

Tip: To simplify the task of calculating the various Key Numbers, it is a good idea not to open the chests at all, or fight any random battles (by equipping the Charm Bangle accessory) inside the cave. In this way, you will neither accumulate gil nor add to your battle total, thereby eliminating two of the variables in this complicated puzzle.



KEY

	Item	Qty.
A	Hyper Wrist	1
B	Diamond Gloves	1
C	Talisman	1
D	Mystery Veil	1
E	Corpus Invictus	1
F	Salvation Promised	1
G	Force of Nature	1
H	Nature's Tome	1

VIA INFINITO

Only possible if you finished the Bevelle episode in Chapter 5 (it doesn't matter how well you did there). Go back to the New Yevon Headquarters (Map 11-4) where the Kinderguardians have discovered a passageway to a fiend-infested underground complex.

After teleporting down into the complex, a scene will begin. When it has finished, you can pick up Crimson Sphere 6, which will be lying on the floor just a few steps away.

You will begin your exploration of Via Infinito from Cloister 0. You can continue downwards through 100 fiend-filled Cloisters via holes in the floor. Every 20 Cloisters, you will have to fight a boss. The layout of the levels will be determined randomly. The Charm Bangle accessory that normally prevents random battles will be disabled in Via Infinito. The teleporter platforms in the Cloisters can be used not only to travel from one floor to another, but also to heal your party members. If you teleport back to the surface, you can save your game and then return to the last explored Cloister.

The following bosses will be waiting for you:
Cloister 20: Aranea. After your victory, you will obtain Crimson Sphere 8.
Cloister 40: Black Elemental. After your victory a chest will appear containing a Moon Bracer, a Shining Bracer, a Speed Bracer, a Recovery Bracer and the mysterious Cat Nip.
Cloister 60: Concherer
Cloister 80: Chac
Cloister 100: Paragon, afterwards Trema

If you defeat these incredibly powerful adversaries, you will be rewarded with the extremely desirable Iron Duke accessory.

In Via Infinito you will come across lots of Tonberries. Usually a battle will start if you come into contact with them, but there are exceptions; some Tonberries will hand over items. If you talk to the taller of the two when you encounter a pair of Tonberries, you will receive an item: either a Potion, Turbo Ether, X-Potion, Remedy or Gold Hairpin. Sometimes the smaller Tonberry can be pushed away. After that, the large Tonberry will have another item for you.

Cat Nip – The Ultimate Weapon

If you manage to defeat the Black Elemental in Cloister 40, you will receive Cat Nip, a tremendously powerful accessory. With this accessory equipped, when a party member's HP is below 1/3, (HP meter will turn yellow) each attack will deal 9999 damage points, irrespective of your opponent's Defence level! If you take a Gunner and combine this with the Trigger Happy Lv.3 ability, you will be able to inflict around 13 x 9999 damage per turn, which, worryingly enough, will come in handy in the last few Cloisters. There is, however, one small problem: you must keep the party member's HP level below 1/3 to make use of this accessory. Equip a Crystal Bangle to make this risky tactic a little safer. At the same time you should ensure the party member gets the First Strike, by equipping a Garment Grid such as Highroad Winds. It's something of a mixed blessing that the effect of all healing magic and healing items will also increase to 9999 while the HP level is yellow.

ARANEA

Location	Via Infinito														
Oversoul	✓	Class	Arachnid	Chapters	1	2	3	4	**5**	Level	52 (62)	HP	18280 (33394)	MP	178 (178)

Strength	74 (104)	Defence	44 (44)	Magic	63 (93)	Magic Def.	12 (12)	Fire	-	Lightning	-	Gravity	IMM
Agility	72 (115)	Luck	16 (20)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	25% (13%)	Normal	Turbo Ether x1 (Turbo Ether x2)	**Bribe**	Normal	Black Lore x5 (Sword Tome x10)
Gil	2200 (4200)	Rare	Kinesis Badge x1 (Kinesis Badge x2)		Rare	Sword Tome x8 (Sword Tome x16)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage
	Resistance:	Eject (39%), Zantetsu (31%)

Drop	Normal	Stamina Tonic x1 (Stamina Tonic x2)	EXP	AP	Gil
100% (100%)	Rare	Mythril Bangle x1 (Crystal Bangle x1)	4000 (7500)	1 (2)	800 (2500)

Fighting Tip: Guard your party members against Stop and you will have no problem against this boss.

BLACK ELEMENTAL

Location	Via Infinito														
Oversoul	✓	Class	Elemental	Chapters	1	2	3	4	**5**	Level	88 (99)	HP	9999 (10998)	MP	2380 (2380)

Strength	11 (11)	Defence	250 (250)	Magic	255 (255)	Magic Def.	254 (254)	Fire	-	Lightning	-	Gravity	IMM
Agility	255 (255)	Luck	3 (4)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	25% (13%)	Normal	Ether x1 (Ether x1)	**Bribe**	Normal	Arcane Lore x1 (Arcane Lore x1)
Gil	1000 (1800)	Rare	Rune Bracer x1 (Rune Bracer x2)		Rare	Arcane Lore x1 (Arcane Lore x2)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, (Magic +/-), Doom, Delay, %-Damage		
	Resistance:	Eject (39%), Zantetsu (12%)	ASE	Reflect

Drop	Normal	Mana Tonic x1 (Mana Tonic x2)	EXP	AP	Gil
100% (100%)	Rare	Tetra Gloves x1 (Tetra Guard x1)	770 (1200)	1 (2)	380 (1200)

Fighting Tip: Its high Magic attribute makes the Black Elemental's magic attacks extremely dangerous. For this reason, increase the Magic Defence of your party members and use the protective magic Shell. In order to overcome Black Elemental's high Defence, use attacks such as Darkness or Spare Gil. If your Songstress knows how to use Magical Masque, you can avoid the lethal Ultima magic attack altogether.

CONCHERER

Location	Via Infinito														
Oversoul	✓	Class	Hermit	Chapters	1	2	3	4	**5**	Level	96 (99)	HP	343280 (360444)	MP	170 (170)

Strength	152 (152)	Defence	122 (122)	Magic	163 (163)	Magic Def.	122 (122)	Fire	-	Lightning	-	Gravity	IMM
Agility	155 (202)	Luck	8 (10)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-

Steal	25% (13%)	Normal	Elixir x1 (Elixir x1)	**Bribe**	Normal	White Lore x28 (Bushido Tome x30)
Gil	3000 (6300)	Rare	Elixir x2 (Elixir x2)		Rare	Bushido Tome x30 (Bushido Tome x40)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Delay, %-Damage		
	Resistance:	Zantetsu (78%)	ASE	Shell, Protect

Drop	Normal	Blessed Gem x1 (Crystal Gloves x1)	EXP	AP	Gil
100% (100%)	Rare	Crystal Gloves x1 (Crystal Gloves x2)	6000 (9000)	1 (2)	1200 (3000)

Fighting Tip: Though this monster only knows three different attacks, each one will inflict extremely heavy damage. With this in mind, equip accessories that will boost the party's Evasion attributes in an attempt to dodge the Concherer's assault.

CHAC

Location	Via Infinito														
Oversoul	✓	Class	Basilisk	Chapters	1	2	3	4	**5**	Level	98 (99)	HP	437850 (459743)	MP	820 (820)

Strength	254 (254)	Defence	152 (152)	Magic	88 (88)	Magic Def.	166 (166)	Fire	-	Lightning	ABS	Gravity	IMM
Agility	164 (213)	Luck	14 (18)	Evasion	0 (0)	Accuracy	0 (0)	Ice	x2	Water	-	Holy	-

Steal	25% (13%)	Normal	Ether x1 (Ether x1)	**Bribe**	Normal	Supreme Gem x3 (Supreme Gem x10)
Gil	3300 (5300)	Rare	Ether x2 (Ether x2)		Rare	Supreme Gem x6 (Supreme Gem x12)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, %-Damage
	Resistance:	Eject (35%), Zantetsu (35%)

Drop	Normal	Shining Gem x1 (Shining Gem x2)	EXP	AP	Gil
100% (100%)	Rare	Pixie Dust x1 (Crystal Ball x1)	2200 (950)	1 (2)	750 (2200)

Fighting Tip: The Chac will unleash its Heaven's Cataract attack in each of the first five rounds and will inflict high damage on the party. A further attack will inflict Petrification, which you cannot guard against, though you can use Soft to cure it. Your best defence may be Auto Life. Also, try to foil your opponent's attack plans by using the Bushido ability: Dismissal.

PARAGON

Location	Via Infinito														
Oversoul	✓	Class	Weapon	Chapters	1	2	3	4	**5**	Level	99 (99)	HP	200000 (210000)	MP	9999 (9999)
Strength	244 (244)	Defence	88 (88)	Magic	244 (244)	Magic Def.	89 (89)	Fire	-	Lightning	-	Gravity	IMM		
Agility	188 (244)	Luck	13 (16)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		

Steal	25% (13%)	Normal	Supreme Gem x1 (Supreme Gem x1)	**Bribe**	Normal	Dark Matter x10 (Dark Matter x24)
Gil	4000 (6800)	Rare	Supreme Gem x2 (Supreme Gem x2)		Rare	Dark Matter x20 (Dark Matter x30)

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	Supreme Gem x1 (Dark Matter x1)	EXP	AP	Gil
100% (100%)	Rare	Dark Matter x1 (Dark Matter x2)	9000 (13000)	1 (2)	3000 (8000)

Fighting Tip: the ideal combination to use against this fiend is a pair of Dark Knights equipped with the Garment Grid Valiant Lustre as well as the accessories Oath Veil and Shining Bracer. With double the maximum HP, the battle should be a breeze. Dodge Paragon's attacks by using Matador's Song or Auto-Reflect. To finish the battle without so much as a broken nail, use Bribe on Paragon and offer him about 1,000,000 Gil.

TREMA

Location	Via Infinito														
Oversoul	-	Class	-	Chapters	1	2	3	4	**5**	Level	99	HP	999999	MP	999
Strength	255	Defence	255	Magic	255	Magic Def.	255	Fire	-	Lightning	-	Gravity	IMM		
Agility	128	Luck	26	Evasion	99	Accuracy	0	Ice	-	Water	-	Holy	-		

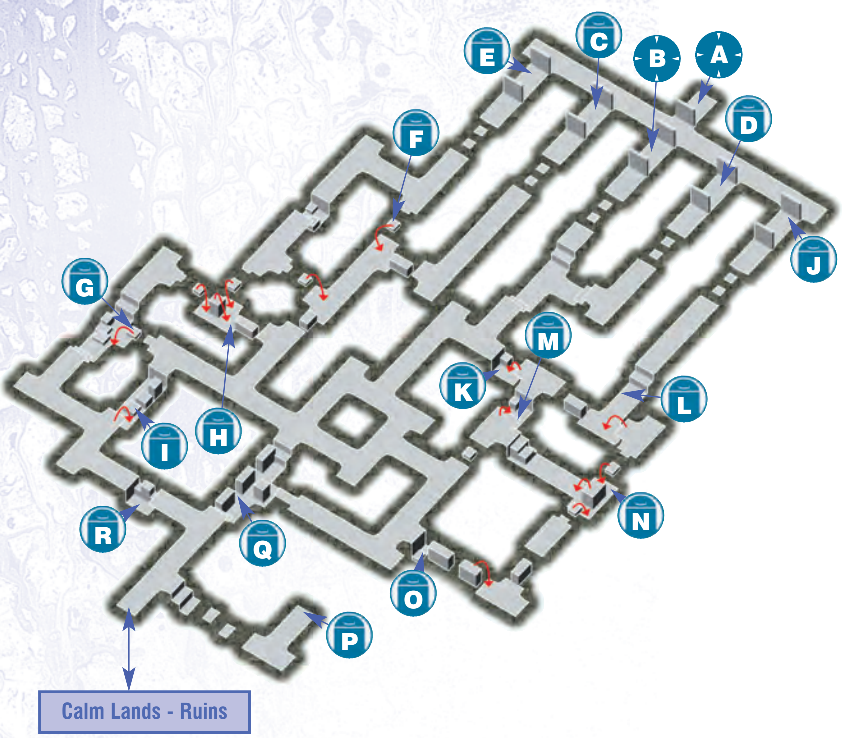
Steal	50%	Normal	Ether x1	**Bribe**	Normal	-
Gil	300	Rare	Turbo Ether x2		Rare	-

Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Eject, Auto-Life, Slow, Stop, Strength +/-, Magic +/-, Defence +/-, Magic Def. +/-, Accuracy +/-, Evasion +/-, Luck +/-, Doom, Zantetsu, Delay, %-Damage
	Resistance:	-

Drop	Normal	Dark Matter x1	EXP	AP	Gil
100%	Rare	Dark Matter x2	10000	50	10000

Fighting Tip: Use Soul Spring to reduce the MP of this 999,999 HP fiend to 0 so that he can no longer use Flare, Demi and Ultima against you. Also, be sure to guard your party members against Trema's physical attacks by using Protect.

CAVE RUINS



KEY

	Item	Qty.
A	Amazing Chocobo	1
B	Boss Anything Eater	1
C	Shining Gem	2
D	Pixie Dust	1
E	Machina Reactor	1
F	AP Egg	1
G	Mana Spring	2
H	Mega-Phoenix	1
I	Cat's Bell	1
J	The ABC of Repair	1
K	Stamina Spring	2
L	Mega Potion	2
M	Blessed Gem	2
N	Mythril Bangle	1
O	Rune Bracer	1
P	Turbo Ether	2
Q	Wizard Bracelet	1
R	Poison Fang	2

In order to access the Cave Ruins from the Ruins (Map 18-5) in the Calm Lands, a few conditions must be fulfilled on the Chocobo Ranch.

In order to uncover the entrance to the Cave Ruins, you must:

1) Have dispatched all 5 levels of Chocobo on successful treasure hunts, at least three times for each level.

2) Have raised your four Choco-Runners to level 5.

As soon as you enter the Ruins (Map 18-5), Clasko will ask you whether you fancy investigating an extraordinary hole. This is the entrance to the Cave Ruins.

You will not have access to a guide map in the cave, so use the following map to find your way. At the top right of the map you will see five passageways. All of them will initially be blocked. In the middle passageway you will encounter the Anything Eater boss.

The Anything Eater (11,600 HP) will be in a permanent state of Reflect. For this reason you should not use any magic against it. One of its attacks will drain all HP. Still, such a fiend should be relatively easy to defeat for such battle-hardened veterans. Equip suitable accessories that will increase party members' Strength and Magic Def.. If possible, have your Songstress use Magical Masque.

After the victory, all five passages will be open so that you can reach the Amazing Chocobo. You have now completed all the adventures involving Clasko, and you will receive the Higher Power Garment Grid as your reward.

ANYTHING EATER

Location	Ruin Depths, Via Infinito*														
Oversoul	✓	Class	Eater	Chapters	1	2	3	4	5	Level	48 (52)	HP	11600 (36980)	MP	310 (310)
Strength	142 (162)	Defence	38 (38)	Magic	24 (64)	Magic Def.	22 (22)	Fire	-	Lightning	-	Gravity	IMM		
Agility	82 (131)	Luck	11 (14)	Evasion	0 (0)	Accuracy	0 (0)	Ice	-	Water	-	Holy	-		
Steal	50% (50%)	Normal	Mega-Potion x1 (Mega-Potion x1)	**Bribe**	Normal	White Lore x3 (Kaiser Knuckles x1)									
Gil	2400 (6000)	Rare	Mega-Potion x2 (Elixir x1)		Rare	White Lore x4 (Kaiser Knuckles x1)									
Characteristic	Immunity:	Death, Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Auto-Life, Stop, Strength +/-, Doom, Delay, %-Damage													
	Resistance:	Eject (51%), Zantetsu (27%)	ASE	Reflect											
Drop	Normal	Power Gloves x1 (Power Gloves x1)	EXP	AP	Gil										
100% (100%)	Rare	Power Gloves x1 (Power Gloves x2)	3400 (4800)	1 (2)	1500 (1800)										

* only if Anything Eater has been defeated in Ruin Depths

YOUR COMPREHENSIVE COMPLETION GUIDE

BEGINNING OF CHAPTER 1

Place	Description	✚	See Page
Luca	Inspect Moogle suit in Dock 2		53
	Finish mission 1	✓	53
Celsius	Event on the airship	✓	56
	Conversations with Rikku, Brother, Paine, Buddy and Shinra	✓	56
	Talk to Barkeep in the Cabin	✓	56
	Open all chests in the Engine Room		56
	Read Shinra's Garment Grid tutorial to receive a Garment Grid		56
	Watch the Treasure sphere, Journey's Start	✓	199
	Take a rest in the Cabin, then talk to Buddy	✓	56
Mt. Gagazet	Event upon arrival	✓	58
	Event – look for a different route	✓	58
	Event – the lift crashes	✓	58
	Event – before the fight against Leblanc	✓	58
	Event– after the fight against Leblanc	✓	58
	Event – before the fight against Logos	✓	58
	Event – Leblanc gets upset	✓	58
	Event– before the fight against Ormi	✓	58
	Reach the mountain peak within the time limit	✓	58
	Event – before the fight against the boss	✓	58
	Finish mission	✓	58
Celsius	Return to the airship	✓	59
	Talk to Brother and choose to "Comfort him"	✓	59
	Look at Sphere	✓	199
Calm Lands	Go to Calm Lands	✓	165
	Start Publicity Campaign		165
	Start secondary mission There Goes The Bride		167

✚=Completed Score Increased?

Place	Description	✚	See Page
Luca	Visit Luca	✓	156
	Talk to man at the stall in order to trigger event	✓	156
	Distribute all 10 balloons		156
	See what happened after Leblanc left the stadium	✓	156
	Talk to Rin in the Stadium – Basement A	✓	157
	Continue the Publicity Campaign and Bride sub-quests		200, 203
Mi'ihen Highroad	Visit Mi'ihen High Road	✓	159
	Continue the Publicity Campaign and Bride sub-quests		200, 204
Mushroom Rock Road	Event at the entrance, follow Ormi and Logos	✓	160
	During the conversation with Yaibal, reply with "Sure, we're game"	✓	160
	After the mission, talk to Clasko twice	✓	160
	During the mission: Yuna sees Ormi and Logos descend into the Ravine	✓	160
	Follow the duo and after the event take the sphere	✓	160
	Talk to Maroda	✓	160
	Finish the Foggy Fiend Frenzy! mission	✓	160
	Event at the entrance to the Youth League HQ	✓	160
	In front of the Youth League HQ, talk to Lucil twice	✓	160
	Talk to Maechen in front of the Youth League HQ without interrupting him and let him shake your hand	✓	160
	Talk to Clasko in Mushroom Rock and invite him on board the Celsius	✓	160
	Watch the Crimson Report I Treasure sphere on the Celsius	✓	199
	Talk to Clasko in the Cabin on board the Celsius	✓	168
Djose Temple	Scene at the entrance	✓	160
	Meet Gippal	✓	160
	Gippal's "interview"	✓	160
	Receive your Letter of Introduction	✓	160
	Continue the Publicity Campaign and Bride sub-quests		200, 204
Moonflow	Go to South Wharf for an event	✓	161
	Talk to Tobli	✓	161
	Start Shave The Hypello? mission		161
	Finish mission without losing any luggage	✓	161
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Guadosalam	Visit Guadosalam	✓	161
	Approach Farplane	✓	161
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Thunder Plains	Visit the Thunder Plains	✓	161
Macalania Woods	Event at the entrance	✓	162
	Event with Bayra	✓	163
	Talk to Donga	✓	163
	Talk to Pukutak	✓	163
	Talk to Tromell four times	✓	163
	Go to the Agency and then follow O'aka	✓	162
	Finish mission: Follow that O'aka! and allow him on board the Celsius	✓	162
	Talk to O'aka on board the Celsius	✓	168
	Pay O'aka's debts before the end of Chapter 2		162
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Bikanel Desert	Event upon arrival	✓	163
	Follow Rikku	✓	163
	Talk to Nhadala and start mission	✓	163
	Finish mission	✓	163
Bevelle	Event at the entrance	✓	163
	Talk to Baralai	✓	163
	Talk to him in the side temple		163
Kilika Island	Visit Kilika Island	✓	68
	Go to Dona's house to trigger an event	✓	68
	Talk to Dona	✓	68
	Continue the Publicity Campaign and Bride sub-quests		200, 202
	Talk to the cameraman to view the Youth League HQ		156
Mt. Gagazet	Visit Mt. Gagazet	✓	167
	Talk to Kimahri and give him the best answer		168
Besaid Island	Visit Besaid Island, and go to the village	✓	62
	Talk to Lulu	✓	62
	Take a rest and talk to Lulu again	✓	62
	Find Wakka	✓	62
	Event in the cave, news from the Celsius	✓	62
	Fight the boss	✓	62
	Talk to Wakka again	✓	62
	Event with Wakka: back to the village	✓	62
	Continue the Publicity Campaign and Bride sub-quests		200, 202

✚=Completed Score Increased?

Place	Description	✚	See Page
Zanarkand Ruins	Event at the entrance	✓	65
	Talk to Isaaru at the entrance	✓	65
	Meet the Kinderguardians	✓	65
	Eavesdrop on the Goon	✓	65
	Event inside the ruins	✓	66
	Reply "Yes" to Cid	✓	66
	Enter The Beyond	✓	66
	Obtain the password, (Monkey), and reply "Is that you, Isaaru?"	✓	66
	Finish mission and take the sphere	✓	66
Celsius	Board the Celsius	✓	66
Kilika Island	Event at the entrance to the Residential Area	✓	68
	Listen to Nooj's speech	✓	68
	Find 13 Squatter Monkeys in the forest		156
	Say the correct password five times to receive a Garment Grid		69
	Finish mission	✓	69

CHAPTER 1 COMPLETED - BEGINNING OF CHAPTER 2

Place	Description	✚	See Page
Celsius	Event upon return to the Celsius	✓	70
	Rest in the Cabin		70 (56)
	Talk to Shinra and look at the sphere	✓	70
	Event after you have looked at the sphere	✓	70
	Talk to Brother	✓	70
	Event "Is that music?" near to the Bridge door	✓	70
	Push the musicians into the lift in the right order		70
	Event – mini-concert	✓	70
	Yuna wakes from a dream	✓	70
	Brother decides that Yuna ought to decide	✓	70
	Decide to hand over the sphere to the Youth League	✓	70
Mushroom Rock Road	Event on the Mushroom Rock Road	✓	171
Celsius	Event on the Celsius	✓	171
Besaid Island	Arrival in Besaid	✓	169
	Accept Beclem's challenge	✓	169
	Complete mission	✓	169
	Continue the Publicity Campaign and Bride sub-quests		200, 202
Kilika Island	Visit Kilika Island		169
Luca	Be interviewed by Shelinda (answers have no effect)	✓	169
	Continue the Publicity Campaign and Bride sub-quests		200, 203
Mi'ihen Highroad	Continue the Publicity Campaign and Bride sub-quests before the mission starts - Enter from South End and head for the Agency		200, 204
	Enter the Agency	✓	170
	Talk to Calli and answer "Of course!"	✓	170
	During the mission guess 4-6 times which way the Chocobo will run	✓	170
	Capture Chocobo		170
	Event with Clasko, then reach Calli within the time limit and defeat the Chocobo Eater	✓	170
	Invite Clasko and Calli on board the Celsius		170
	Continue the Publicity Campaign and Bride sub-quests		200, 204
Mushroom Rock Road	You are welcomed to Mushroom Rock Road	✓	171
	Talk to Nooj and obtain Crimson Sphere 7	✓	171
	Rikku is curious about Paine and Nooj	✓	171
	Go to the entrance of the headquarters	✓	171
	Look at the sphere when back on board the Celsius	✓	199
Moonflow	Talk with Tobli and sell all 10 tickets during the mission	✓	172
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Guadosalam	Talk to Leblanc's goons at the gate	✓	172
	Trade the information in order to earn gil and settle O'akas debts		172
Thunder Plains	Talk to Cid	✓	173
Macalania Woods	Talk to the Hypello and accept the mission	✓	174
	Talk to Bayra	✓	174
	Find Donga	✓	174
	Find Pukutak	✓	174
	Find the three children and bring the mission to an end by talking to Bayra		174
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Calm Lands	Enter the Calm Lands and say goodbye to Clasko	✓	175
	Follow Clasko and accept the mission	✓	175
	Complete the mission	✓	175
	Capture a Chocobo before the end of Chapter 3	✓	208
	Talk to Lian and Ayde	✓	175

✚=Completed Score Increased?

Place	Description	✚	See Page
Zanarkand Ruins	Event upon arrival	✓	176
	Talk to Isaaru	✓	176
	End Operation: Monkey before the end of Chapter 3		176
Djose Temple	Continue the Publicity Campaign and Bride sub-quests		200, 204
	Event with the She-Goons	✓	73
	Defeat Logos and Ormi	✓	74
Bikanel Desert	Talk to Nhadala and accept the mission	✓	75
	Go to the Oasis and complete the Mission		75
Mt. Gagazet	Talk to Kimahri twice and journey to the Fayth Scar	✓	77
	Event – Goons spotted!	✓	77
	Do not follow the She-Goon beyond the Save Sphere, climb up the cliff-face and then go bathing	✓	78
	Complete mission	✓	78
Celsius	Board the Celsius	✓	78
Guadosalam	Go to Chateau Leblanc and automatically put on the Syndicate Uniforms	✓	79
	Enter the building	✓	79
	Talk to Ormi and Logos	✓	80
	Climb the stairs and give Leblanc a good massage	✓	80
	Go back downstairs and discover the switch on the wall	✓	80
	Event – take off the Syndicate Uniforms	✓	80
	Find the sphere after the battle	✓	80
	Look at Crimson Sphere 10	✓	80
	Event with Ormi and Logos	✓	80
	Event before the battle against Leblanc	✓	81
	Event after the battle against Leblanc	✓	81
	Complete mission	✓	81
Celsius	Board the Celsius	✓	81
Bevelle	Visit Bevelle	✓	84
	Activate the lift in the temple and use it	✓	85
	Event with Leblanc	✓	85
	Event upon reaching the gaol	✓	85
	Solve the puzzle before the battle against Baralai		86
	Event with Baralai	✓	86
	Event after the fight	✓	86
	Event before the battle against Bahamut	✓	86
	End of Chapter	✓	85

CHAPTER 2 COMPLETED - BEGINNING OF CHAPTER 3

Place	Description	✚	See Page
Celsius	Event at the beginning of Chapter 3	✓	87
	Rest in the Cabin		87 (56)
Luca	Event upon your arrival	✓	178
	Win three Sphere Break games	✓	178
	Defeat Shinra in the final	✓	178
	Continue the Publicity Campaign and Bride sub-quests		200, 203
Mi'ihen Highroad	Event upon your arrival, accept the mission	✓	179
	Continue the Publicity Campaign and Bride sub-quests during the mission		179, 204
	End the mission with more than seven units dismantled	✓	179
	Continue the Publicity Campaign and Bride sub-quests, and make sure that Shinra installs a CommSphere on the Newroad, North		200, 204, 217
Mushroom Rock Road	Talk to Yaibal and Lucille	✓	179
Djose Temple	Talk to Gippal	✓	179
	Continue the Publicity Campaign and Bride sub-quests		200, 204
Moonflow	Talk to Tobli	✓	179
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Guadosalam	Talk to Ormi and Logos	✓	180
	Talk to Leblanc	✓	180
	Back to Ormi and Logos, and talk to them	✓	180
	Look at the spheres which you have received	✓	180
	Find another sphere	✓	180
	Look at the sphere	✓	180
	Maechen appears	✓	180
	Let Maechen have his say!	✓	180
	Pick up Crimson Sphere 4 and view it later on board the Celsius	✓	180
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Thunder Plains	Talk to Lian and Ayde	✓	180

✚=Completed Score Increased?

Place	Description	✚	See Page
Macalania Woods	Talk to all the musicians' children and examine the fiend		181
	Event – The Agency is attacked	✓	180
	Win six battles in a row	✓	180
	Event – O'aka turns up	✓	180
	O'aka says that he will look after the shop	✓	180
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Bikanel Desert	Visit Bikanel Desert	✓	181
	Talk with Marnella in the Cactuar Nation	✓	181
Calm Lands	Accept mission and enter the Cavern of the Stolen Fayth	✓	181
	Rescue all the tourists and defeat the boss	✓	181
	Go to the Agency, so that Shinra can install a CommSphere		184
	Go to the upper part of the Chocobo Farm so that Shinra can install a CommSphere		184
Mt. Gagazet	Talk with Kimahri, obtain the Trainer dressphere and accept the mission	✓	183
	Climb the mountain and defeat Garik	✓	183
Zanarkand Ruins	Talk to Isaaru	✓	184
Besaid Island	Talk to Lulu	✓	88
	Event with Beclem	✓	88
	Event with Beclem in the temple	✓	88
	Find Wakka during the mission	✓	88
	Event before the battle against Valefor	✓	88
	Complete mission	✓	88
	Continue the Publicity Campaign and Bride sub-quests		200, 202
	Open the chest in the Temple using the Besaid Key and obtain the Search Sphere. This will enable you to enter the secret passage		177
Kilika Island	Continue the Publicity Campaign and Bride sub-quests		200, 202
	Visit Dona	✓	90
	Dona offers to help	✓	90
	Take the secret path through the woods	✓	90
	Meet with Barthello	✓	90
	Obtain the Samurai dressphere		91
	Fight Ifrit	✓	91
Celsius	Board the Celsius	✓	91
Bevelle	See Gippal in the Antechamber	✓	181
	Watch Gippal, Nooj and Baralai in Limbo	✓	181
	Listen to Paine's tale after the battle	✓	181
	Pick up Crimson Sphere 1 and watch it on board the Celsius	✓	181
Djose Temple	Event at the entrance	✓	92
	Event before the battle against Ixion	✓	92
	Event after the battle against Ixion	✓	92
	Event with Nooj and Gippal	✓	92
	As soon as Yuna is alone in the dark, press ⊗ repeatedly to whistle four times	✓	92

CHAPTER 3 COMPLETED - BEGINNING OF CHAPTER 4

Place	Description	✚	See Page
Celsius	Event at the beginning of Chapter 4	✓	93
	Event near the lift	✓	93
	Rest in the Cabin		93 (56)
	Meet Paine on the Deck	✓	93
	Go to the Bridge	✓	93
	Watch Crimson Spheres 2 and 3	✓	199
Celsius (Shinra's CommSpheres)	Talk to Wakka in Besaid	✓	93
	Talk to Dona in Kilika Island	✓	93
	Talk to Yaibal in Mushroom Rock Road	✓	93
	Talk to Maroda in Bevelle	✓	93
Celsius	Talk to Paine after deciding to organise a concert	✓	93
Celsius (Shinra's CommSpheres)	Take a look at all the regions of Spira via the CommSpheres	✓	185-190
Moonflow	Continue the Publicity Campaign and Bride sub-quests		200, 205
	Event with the people who are also looking for Tobli	✓	94
	Tobli falls from a tree	✓	94
	Meet Tobli	✓	94
Celsius	Hypello event	✓	95
	Rehearse for the concert in the Cabin	✓	95
	Event after the rehearsal	✓	95
Celsius (Shinra's CommSpheres)	Take a look at all the regions of Spira via the CommSpheres	✓	185-190

✚=Completed Score Increased?

Place	Description	✚	See Page
Thunder Plains	Visit the Thunder Plains	✓	96
	Defeat the boss in Fiend Haunt		96
	Event after leaving Fiend Haunt	✓	96
Celsius	Talk to Brother or Buddy followed by Rikku in order to trigger an event	✓	97
	Tobli arrives		97
	Talk to Tobli and choose to go ahead with the concert	✓	97
Thunder Plains	Yuna's thoughts prior to the concert	✓	96
	Yuna's appearance and the song 1000 Words	✓	96
Celsius	Conversation between Paine and Yuna	✓	97
	Maechen tells Lenne's story on the Bridge	✓	97
	Talk to Leblanc in the Engine Room without having spoken to Shinra beforehand	✓	97
	Talk to Shinra		97

Chapter 4 Completed - Beginning of Chapter 5

Place	Description	✚	See Page
Celsius	Event at the beginning of Chapter 5	✓	98
	Event – we have to jump in one of the holes	✓	98
	Watch Crimson Sphere 5	✓	199
	Talk to Buddy	✓	98
	Rest in the Cabin, then listen to Brother	✓	98
	Talk to Buddy in the Engine Room	✓	98
Zanarkand Ruins	Visit Zanarkand	✓	198
	Talk to Maechen and let him ramble on	✓	198
	Episode Complete!		198
Besaid Island	Visit Besaid	✓	190
	Talk to Wakka in Besaid Village	✓	190
	Meet Beclem on the beach	✓	190
	Talk to Wakka on the Promontory	✓	190
	Go to Besaid Village	✓	190
	Episode Complete!		190
	Continue the Publicity Campaign and Bride sub-quests.		200, 202
Kilika Island	Go to the Residential Area	✓	191
	Event upon reaching the Pilgrimage Road	✓	191
	Episode Complete!		191
	Continue the Publicity Campaign and Bride sub-quests		200, 202
Luca	Visit Luca – the blitzball season has started	✓	191
	Start the mission by going to the Outskirts	✓	191
	Follow the Moogle as far as Dock 2	✓	191
	Episode Complete!		191
	Continue the Publicity Campaign and Bride sub-quests		200,203
Mi'ihen Highroad	An Al Bhed will talk to you upon your arrival. The case of Detective Rin will be solved outside the Agency	✓	191
	Episode Complete!		191
	A Chocobo can be saddled near the Agency to obtain some previously unreachable items		191
	Continue the Publicity Campaign and Bride sub-quests		200, 204
Mushroom Rock Road	Go towards Ravine Path to trigger an event	✓	192
	Talk to Yaibal and answer with "You bet!"	✓	192
	Event prior to the battle against Elma	✓	192
	Event prior to the battle against Lucil	✓	192
	Defeat Lucil	✓	192
	Talk to Lucil on the balcony of the War Room and obtain a sphere	✓	192
	Watch the sphere on board the Celsius	✓	199
	If you have obtained all the Crimson Spheres and looked at them, use them to break the door seal in the Ravine	✓	192
	Event – Shuyin tells of his nightmare	✓	192
	Nightmare		192
	Event – after the nightmare	✓	192
	Event prior to the battle against Paine	✓	192
	Event after the battle against Paine	✓	192
	Event after the battle against Baralai, Gippal and Nooj	✓	192
Djose Temple	Visit the temple	✓	192
	Defeat Experiment once before it has attained its strongest form	✓	192
	Episode Complete!		192
	Go to Bikanel Desert and dig for components to upgrade the Experiment		193
	Find all 5 repair guides		194
	Defeat Experiment in its strongest form	✓	194
	Continue the Publicity Campaign and Bride sub-quests		200, 204
Moonflow	Talk to Tobli	✓	194
	Say you'll join in	✓	194
	Episode Complete!		194
	Continue the Publicity Campaign and Bride sub-quests		200, 205

✚=Completed Score Increased?

Place	Description	✚	See Page
Guadosalam	Visit Guadosalam	✓	194
	Talk to Tromell	✓	194
	Talk to Tromell again to enable you to access the Time Capsule	✓	194
	Talk to the boy in the Time Capsule	✓	194
	Take the sphere from the chest		194
	Watch the sphere on board the Celsius	✓	199
	Continue the Publicity Campaign and Bride sub-quests		200, 205
Thunder Plains	Visit the Thunder Plains	✓	195
	Complete the mission		195
	Enter the cave		195
	Find Cid	✓	195
	Defeat the boss	✓	195
	Episode Complete!		195
	Meet with Cid on the Deck on board the Celsius	✓	198
	Go to the Bridge to trigger an event	✓	198
Macalania Woods	Talk with the priest in the Spring		195
	Go to the Spring, near the road to Bevelle	✓	195
	When there, stand close to the water	✓	195
	Episode Complete!		195
	Visit O'aka in the Travel Agency	✓	196
	Episode Complete! (O'aka)		196
	Continue the Publicity Campaign and Bride sub-quests		200,205
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	Find all Cactuars and defeat them		196, 216
	Complete the mission to find the Last Cactuar		196, 216
	Event – the camp is attacked	✓	196
	Defeat the boss Episode Complete!	✓	196
	Talk with Marnela	✓	196
Bevelle	Visit Bevelle, Episode Complete!	✓	196
	Enter the temple and meet the Kinderguardians	✓	196
	Enter the labyrinth with the Kinderguardians	✓	196
	Pick up Crimson Sphere 6		220
	Event in the 20th Cloister after the boss battle	✓	220
	Pick up Crimson Sphere 8		220
	Go back on board the Celsius and watch both spheres	✓	199
	Event in the 60th Cloister after the boss battle	✓	220
	Event in the Final Cloister after the first boss battle	✓	220
	Event in the Final Cloister after the second boss battle	✓	220
	Episode Complete!		220
Calm Lands	Visit the Calm Lands (you should have collected 400 points for a company, Episode Complete!)	✓	197
	Call in at the Agency and talk to the father		197
	Catch the Amazing Chocobo after opening the Cave Ruins	✓	209
Mt. Gagazet	Talk to Kimahri	✓	197
	See Lian and Ayde return	✓	197
	Talk to Kimahri again	✓	197
	Episode Complete!		197
	Talk to Lian and Ayde		198
Celsius	Board the Celsius after getting “Episode Complete!” in all regions. Brother will hand over the Mascot dressphere	✓	198
	Talk to Brother and choose your route	✓	198
	Get to Farplane Abyss via all five routes		100
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	Event following the battle against Anima	✓	102
	Meet Leblanc	✓	102
Celsius	Talk to Shinra after visiting the Farplane		198
	Event on the Deck	✓	198
	If your Completed score is more than 80%, go to the Cabin to trigger another event	✓	198
	If your Completed score is more than 95%, go to the Deck to trigger an event with Rikku	✓	198
Farplane	Go back to the Farplane and meet Gippal	✓	102
	Watch the sphere which he gives you	✓	102
	Event after watching the sphere	✓	102
	Event – a point of no return	✓	103
	Event – conversation with Nooj	✓	103
	Defeat the tail	✓	104
	Leblanc cheers Nooj on	✓	104
	Event with Ormi and Logos	✓	104
	Event prior to the battle against the head	✓	105
	Battle against Shuyin	✓	106
	Event with Lenne	✓	106

CHAPTER 5 COMPLETED

- If you are alone, press ⊗ quickly and repeatedly until you hear a whistle, just like in Chapter 3. Say that you would like to see “him” again when prompted.

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If you are looking for specific information, the following list, comprising of more than 300 keywords, will assist you. If you need help defeating a boss, you'll find the name and relevant page reference in the list. Detailed information on monsters can be found in the Monsters chapter, starting on page 119. If you are searching for information on a certain item, accessory or Garment Grid, you will find it in the Items chapter from page 108-118.

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GLOSSARY

In Final Fantasy X-2 you will encounter some unfamiliar technical terms. To ensure that you can get started immediately without having to study all the information at great length, the most important terms are explained briefly on this page.

Ability
Abilities are special skills that characters utilise in battle. Abilities fall into two categories: Auto-Abilities and Command abilities.

Accessories
In the course of the game you will find, win, buy or steal numerous accessories. They can be used to boost party members' abilities, protect them from certain types of attack, and much more. However, the accessory must first be equipped via the Equip menu.

Active Mode
When Active Mode is displayed at the top right of the screen during a battle, your opponents will not give you any time for reflection and the battle will continue. When Wait Mode is displayed, your opponents will pause and will only attack once you have acted, giving you time to decide your next move. You can change the Active Mode settings in the Config menu.

AP (Ability Points)
AP are necessary for Yuna and her colleagues to learn new abilities. Your party will be awarded AP for defeating fiends and for using abilities and items.

ATB
Active Time Battle is the name given to Final Fantasy X-2's combat system (see also Active Mode). Your party can only attack when the ATB Gauge on the bottom right of the screen is full. Some abilities require additional charge and wait time once selected.

Attributes
A party member's attributes (Strength, Magic, Defence, Magic Def., Agility, Accuracy, Evasion and Luck) can be affected by selecting different dresspheres. These vital statistics can also be affected by equipping different accessories and Garment Grids, as can HP and MP levels. Initially, Yuna, Rikku and Paine have the same attributes at the same Level.

Auto-Ability
Auto-Abilities are activated automatically. Some can be learned, others are added when a specific accessory, Garment Grid or dressphere is equipped. Example: Poisonproof (guards against poison attacks).

Command Ability
Command abilities are active skills that are available to a party member (depending on which dressphere is equipped), mostly during combat. These can include both physical attacks and magic spells. For lists and explanations of all abilities, see the Dresspheres chapter from page 21.

Celsius
The Celsius is the Gullwings' airship. This splendid vessel is the point of departure for most missions. Talk to Buddy on the bridge to select a destination.

Chapter
Final Fantasy X-2 is divided into five chapters. The events that occur at various locations such as Besaid Island, Kilika and Luca will change from chapter to chapter. At the beginning of each new chapter almost all treasure chests will be replenished with new and better items.

Completed Score
This is a percentage figure that indicates how far you have progressed through the game. If you simply follow the main story path (see Hotspots), you will have experienced less than 50% of the game by the time you reach the end. During the course of the game there will be few obvious indications that you have increased your Completed score. Many activities, such as a short conversation or a minor scene, will only increase your value by a tiny amount. To learn how to obtain the maximum Completed score, turn to page 223 of the Secrets chapter.

Dressphere
Dresspheres determine a character's attributes and individual abilities. At the start of the game, Rikku uses the Thief dressphere and Paine uses the Warrior dressphere. After the reunion with Yuna in Luca, the Gunner and Songstress dresspheres will become available to the party. You can select dresspheres for your characters at any time from the equipped Garment Grid.

EXP
Your party members earn Experience Points by defeating opponents in battle (EXP). This enables them to advance to higher Levels, and improve their attributes. A character can reach a maximum of Level 99.

Garment Grid
Garment Grids are used to set your party members' dresspheres. There are many different Garment Grids, most of which have unique special effects.

Gil
Gil is the common currency in Spira, the world of Final Fantasy X-2.

Cures
Restorative items such as Potion, Hi-Potion and Elixir heal Yuna and her Gullwing comrades. White Magic can also be used to heal or revive characters. Even ordinary Save Spheres can be used to perform instant medical miracles.

Hotspot
When you select your flight destination on the Celsius's Mission Select screen, some locations will be marked as "Hotspots". As a general rule, Hotspots propel the main story.

HP (Hit Points)
These represent your party members' stamina levels. If their HP falls to 0, the character will be KO'd, and can only act again after being revived.

Items
Items can be used either in battle, or by accessing the menu screen when in the field. When the item name is highlighted in grey this indicates that the item is currently unavailable. Bombs, for example, can only be used during battle.

Lv. (Level)
When a character's Level is increased, attributes such as Strength or Maximum HP will also increase.

Location
Ask Buddy to transport Yuna and her colleagues to one of the various locations from the Bridge of the Celsius. Use a Save Sphere when you want to return to the Celsius (this function may not be available in certain situations).

Main Commands
During combat you can select various commands from a list. The commands available will depend on which abilities have been learned and which dressphere has been equipped. If you want to flee from a tricky battle (not always possible!), press the right directional button to access the Escape Sub Command.

MP (Magic Points)
You will need MP for magic spells, and for most abilities. The amount of MP consumed is indicated by a number. If your character no longer has sufficient MP for a certain Command ability, the ability will be unavailable until MP are replenished.

Revival
If a party member loses all her HP, she can be revived with the item Phoenix Down. The White Mage magic Life has a similar effect. Using a Save Sphere will also restore your party members to full and vibrant health. However, be warned! If the entire group suffers KO (or Petrification) at the same time, it's Game Over.

Save Sphere
Save Spheres enable you to save your game. Most of the time you will also be able to use the distinctive blue orbs to board the Celsius. A further positive effect: whenever you use a Save Sphere, even if you immediately cancel the action, the HP and MP of all party members will be restored, all status ailments will be cured, and any KO'd party members will be revived.

Spherechange
During combat you can access a party member's Garment Grid by pressing L1. You can then switch dresspheres. This command is not available when a party member is afflicted by Curse. In contrast, when a party member is afflicted by Itchy, Main Commands are disabled, leaving spherechange as the only option.

KEYS

OVERVIEW OF THE MAPS

You will find an alphabetical list of all locations below, including the relevant map and page numbers. If you are looking for a specific map, refer to the second table, which is sorted by map number: it will indicate the page you need.

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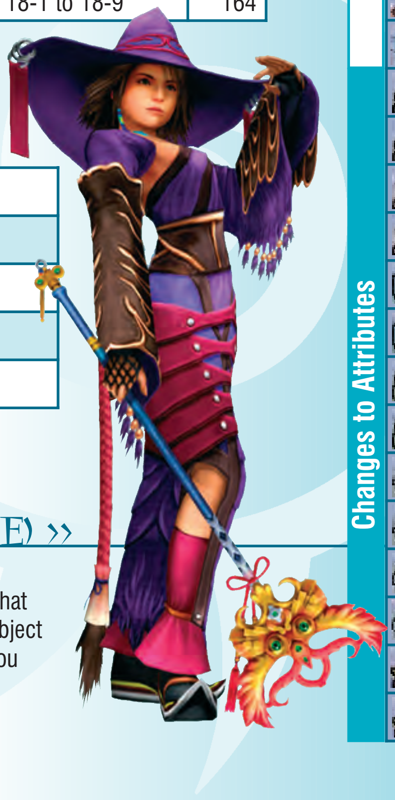
MAP SYMBOLS

No need to waste precious playing time: this comprehensive key will help you discover what the various symbols mean–fast! You will find more information on the maps and the structure of the Walkthrough in the How to Use the Walkthrough section (pages 50-51).

▲	Indicates the point at which you start the section
⊜	Indicates the location of a Save Sphere
▣	Indicates the location of a treasure chest
◓	Indicates the location of an item
⊕	Indicates the scene of a boss battle



RECOGNISE STATUS CONDITIONS (RIGHT TABLE) »

To ensure that you are always fully informed and know what status changes your party members or opponents are subject to, refer to the list of symbols on the right of the page. You can find more detailed information on pages 19 and 20.

	Name
Status Ailments	KO
	Petrification
	Sleep
	Silence
	Darkness
	Poison
	Confusion
	Berserk
	Curse
	Pointless
	Itchy
	Slow
	Stop
	Doom
Beneficial Status Effects	Auto-Life
	Shell
	Protect
	Reflect
	Regen
	Haste
	Null Physical
	Null Magic
	Invincible
Changes to Attributes	Strength Up
	Strength Down
	Magic Up
	Magic Down
	Defence Up
	Defence Down
	Magic Def Up
	Magic Def Down
	Accuracy Up
	Accuracy Down
	Evasion Up
	Evasion Down
	Luck Up
	Luck Down

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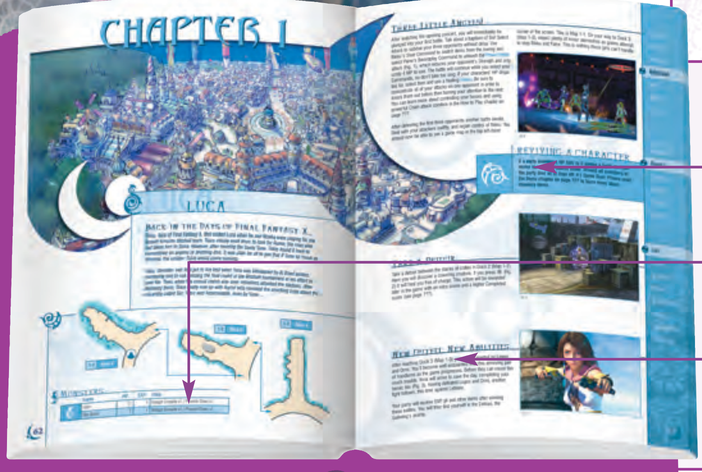

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